

Dear Affiliate Partner:

To assist you in complying with the reporting requirements for children's television and the requirement that stations air "core" children's programming, we are providing you with episode-specific descriptions (for QUBO Kids on NBC) as set forth in the attached Community Relations Quarterly Children's Programming Report for 2nd quarter 2008. The report includes information to help prepare FCC Form 398. Please note that we have not included the specific dates and times for each of the programs as that may be station-specific.

This report is divided into the following categories:

1. Programming information for those stations airing NBC Weather Plus children's educational and informational programming and episode numbers.
2. Educational Objectives: QUBO for both the 2nd quarter 2008 and 3rd quarter 2008.
3. Core programming: Regularly scheduled programming furnished by the NBC Network that is specifically designed to serve the educational and informational needs of children 16 and under.
Please note that the age target for QUBO programming on NBC is 4-8 years old. Each of these programs is identified on-air as educational and informational with the "E/I" icon, and is similarly identified to the national listing services. To assist stations with the preemption report section of the new FCC Form 398, we have added specific episode numbers.
4. Other programming: Programming furnished by the NBC Network that contributes to the educational and informational needs of children 16 and under, but is not specifically designed to meet the educational and informational needs of children.
5. Public service announcements targeted to children 16 and under.
6. Non-broadcast efforts that enhance the educational and informational value of NBC Network programming to children.
7. Network on-air promotional efforts, which include a schedule of QUBO programming on NBC on-air promos.

The regularly-scheduled children's programming and promotional content furnished to you by the NBC Network during the 2nd quarter of 2008 complied with the commercial limits of the Children's Television Act, provided that you broadcast and distributed such programming as furnished to you by NBC, and did not add any promotional or advertising content there to other than as directed by NBC via weekly postings on APT.

If you have any questions about these reporting requirements, please feel free to call us.

Loretta Alden
NBC Universal
Affiliate Relations, Director
212-664-2928
loretta.alden@nbcuni.com

“QUBO ON NBC” EDUCATIONAL OBJECTIVES

For 2nd Quarter 2008

EDUCATIONAL OBJECTIVES

In compliance with the Children’s Television regulations that became effective January 2, 1997, the **QUBO Programming Block on NBC** features an on-air icon indicating that each program is “educational and informational” for children. This icon is displayed at the beginning of each broadcast. Also, in compliance with the regulations, the following document, which includes “educational and informational” objectives of **QUBO on NBC**, must be placed in your public file.

Each of the programs listed below, which make up the **QUBO** programming block, is specifically designed to serve the “educational and informational” needs of children ages 4-8. All of the programs have educational objectives that are central to the content and appropriate to the program genre.

There are six returning shows from last quarter.

All shows were developed specifically for a target audience composed of children 4-8 years of age. Four of the shows are book-based series. Each show contains an important social-emotional message for the target audience, delivered through an animated narrative format.

Based on Mordecai Richler’s books, **“Jacob Two-Two”** is an animated show about the challenges of a little boy, the youngest of five siblings. Jacob is so small for his age that he often repeats himself just so he can be heard. His parents are compassionate, but his siblings are not, and Jacob has to be resourceful and inventive in learning how to assert himself, overcome his fears, get along with others, and still enjoy his childhood. He manages to turn even the most inconsequential events into adventures with his friends, Buford and Renee. Every adventure teaches him a life lesson, from learning how to be responsible to figuring out how to manage a bully. In addition, there are implicit lessons that promote a love for learning and language development usually conveyed through Jacob’s father, a full-time writer.

Inspired by children’s everyday life, **“Dragon”** is an animated show based on the book series of the same name by author and illustrator, Dav Pilkey. The show follows a little blue dragon as he faces everyday issues. Using a simple and direct approach to life, Dragon learns new information and develops new skills primarily through trial and error. Dragon is friendly and helpful, but he tends to see things from a unique perspective and sometimes that leads to trouble. As each story unfolds, the audience learns to see things in different ways, much like Dragon, and they learn how to problem-solve through ordinary challenges. Dragon shows how to take care of a pet, make new friends, or how to find the right hobby.

“My Friend Rabbit” is an animated show with two lead characters, Rabbit and Mouse, who work together to tackle challenges that are characteristic of the childhood experience. With each episode, Rabbit and Mouse, along with other friends, face a unique dilemma that compels them to think creatively about how to approach and solve their problem by trying out different solutions and persisting with new ideas when one fails.

“3-2-1 Penguins!” features two children – Jason and Michelle – whose vacation at their grandmother’s cottage ends up being more adventure than they expect when their toy spaceship with four toy Penguins comes to life. The children are sucked into the spaceship, where they meet the now live Penguins and journey through space to solve an inter-galactic disaster threatening the Penguins and their friends. Each story begins with a problem, a moral dilemma for one of the siblings that affects his/her relations with the other, and ends after the children have learned an important social-emotional message through their adventure. The show communicates messages on topics such as honesty, being patient with others, and avoiding jealousy.

“VeggieTales” is a show that draws upon characters from stories, which use both long and short form material to provide social-emotional messages to children. The children’s series features animated vegetables who teach life lessons through stories. Hosted by Bob the Tomato and Larry the Cucumber, each episode begins by establishing the problem, uses short stories to parallel the situation with a problem and solution, and ends by reiterating the proposed solution and the life lesson learned through the experience. The show communicates social-emotional messages based upon the core values of honesty, kindness, forgiveness, and appreciation for all, using music, unusual characters, and allegorical storylines.

Set in medieval times, **“Jane and the Dragon”** is an animated show that hails from Martin Baynton’s best-selling book about a middle-class girl named Jane. Jane is raised in the Royal Court as a Knight-in-Training after she demonstrates her courage by leaving the castle to conquer the local dragon. The giant green Dragon, whose sense of humor exceeds his ferocity, instead becomes Jane’s best friend and a part of the castle community. In each episode, Jane encounters a challenge that tests her problem-solving skills and requires her to demonstrate her strength of character as a Knight of the King’s Guard. Sometimes Jane learns a moral lesson, and other times she uses her analytical ability to illustrate how a problem can be made less complicated and easily solved.

All shows were developed for a target audience composed of children 4-8 years of age. Four of the shows are book-based series. Each show contains an important social-emotional message for the target audience delivered through an animated narrative format.

For 3rd Quarter 2008

There is one new and one returning show for the 3rd quarter, 2008.

EDUCATIONAL OBJECTIVES

Based on the book series by Deborah Manchester, “**The Zula Patrol**” teaches science and astronomy facts to a target audience of 4-8 year old children. The Zula Patrol is a group of six animated aliens, headed by Captain Bula, who carry out a variety of scientific space missions. During their missions, Captain Bula and his crew often encounter their foe, Dark Truder, and his minion, Traxie, who are trying to take over the universe. Over the course of the story, the audience learns different facts about a specific space topic, such as stars, planets, orbits, moons, asteroids, comets, gravity, and space probes. The information is then highlighted during a segment where crew member Professor Multo delivers his “Multo-Moments” or summary of scientific facts from the story. Typically the stories also provide a social-emotional tag based on tolerance and non-violent conflict-resolution.

Based on the books by Laurent de Brunhoff, “**Babar**” is an animated show about a young orphaned elephant who finds the strength to rise above the challenges he faces, including the death of his parents, as he journeys through life. Each episode of the show develops a social-emotional message such as taking responsibility, being patient and persistent in hard work, respecting people’s privacy, learning to cope with unforeseen changes, and being honest. These messages emerge from the need to resolve a dilemma that is faced by Babar, one of his friends or family members.

Both shows were developed for a target audience composed of children 4-8 years of age. One show emphasizes facts about science and astronomy; the other contains an important social-emotional message for the target audience. Both shows use the narrative animation formats.

2nd Quarter 2008 Show Summaries:

JACOB TWO-TWO is a little boy with a big heart. As the youngest member of a large family, Jacob has to say things twice so he can be heard. He looks up to his siblings, but tends to be ignored or bullied by them when he tries to be a part of their activities. However, he does get noticed when he inadvertently lands himself in adventures that involve mysterious neighbors, international spies, and villains that come in all shapes and sizes. Often accompanied by his closest pals, Buford and Renee, Jacob Two-Two finds innovative ways to get in and out of hot water as he tumbles through a series of exciting adventures with honesty, integrity and a whole lot of determination.

DRAGON is a cheerful, lovable and curious blue dragon who lives in a colorful little house where all his friends and anyone else who needs comfort or advice are welcome. Every day, Dragon faces a new situation that needs to be solved, and he does it in his unique Dragon-like way. If he can’t get it right the first time, he keeps trying until he does. With each story, we find a new way to learn simple life skills through Dragon and his friends, Cat, Ostrich, Beaver, Alligator, and Mail Mouse.

MY FRIEND RABBIT models constructive problem-solving for young children, ages 4-8. In each episode, the story characters find themselves facing a different dilemma that is drawn from a typical childhood experience. Rabbit and Mouse usually lead us through creative problem-solving, which involves tenacity and working in teams. The group may figure out how to make the most of a bad situation, invent toys from everyday objects, solve some of nature’s riddles,

respect their differences, or take care of others who need a little extra help. The characters specialize in converting a challenge into a social activity filled with optimism, creativity and humor. The series helps children learn to “think out of the box” by showing viewers how the characters work together to come up with possible solutions, and persist with new ideas when one solution fails.

3-2-1 PENGUINS! draws upon characters from two stories and uses both long and short form material involving these characters to provide social-emotional messages to children. The show features two children, Jason and Michelle, whose vacation at their grandmother’s cottage ends up being more adventure than they expect when their toy spaceship with four toy Penguins comes to life. The children are sucked into the spaceship, where they meet the now live Penguins and journey through space to solve an inter-galactic disaster threatening the Penguins and their friends. Each story begins with a problem and ends after the children have learned an important social-emotional message through their adventure with the Penguins.

VEGGIETALES is a show that draws upon characters from stories, which use both long and short form material to provide social-emotional messages to children. Narrated by animated veggies, Bob the Tomato and Larry the Cucumber, the show teaches life lessons through wit and humor. Each episode contains one or two short animated stories that illustrate core values to children in an entertaining way. Stories are interrupted with silly songs, usually sung by Larry the Cucumber, that contain whacky lyrics in a catchy tune. Each episode ends with Bob and Larry reinforcing the lesson learned through the stories.

JANE AND THE DRAGON is a coming-of-age story about a middle-class, medieval girl who lives in the Royal Court with her family. As an only child, Jane is raised to be a Lady-in-Waiting but through her determination and a stroke of luck, she ends up being trained as a Knight in the King’s Guard. Accompanied by her best friend, a giant green Dragon that lives in her backyard, Jane experiences a series of adventures that test her character and her skills as a young knight in a castle full of friends and foes. Each episode in the show takes us through the problems and challenges Jane encounters and the process she goes through to find the solutions for them.

3rd Quarter 2008 Show Summaries:

THE ZULA PATROL is a 3D/CG animated show about six extraterrestrial characters—Captain Bula, his copilot Zeeter, Professor Multo, their pet, Gorgo, and their flying dictionaries Wizzy and Wig—who learn key science concepts as they explore the galaxy through space missions. Often, the group encounters the evil Dark Truder and his talking toupee minion, Traxie, and must thwart Truder’s poorly planned schemes to take over the universe. Each character exhibits unique abilities and traits that, combined with their new knowledge, helps them problem-solve their way through their journeys. Using an integrated approach to target diverse learning styles, the show communicates its educational messages through storytelling and a two-part information segment at the end of each story.

BABAR, is a series about a young elephant who returns to the jungle where he builds the city of Celesteville and is crowned King of the Elephants. A dedicated ruler and family-elephant, Babar experiences many challenges as he journeys through life, and learns to rise above them through strength and optimism. Each episode begins with a look into Babar’s present life, primarily in his role as a father who teaches his children the value of people, things and relationships through his own experience from the jungle to the city. Each episode in the show carries with it a social-emotional message that is established at the end of Babar’s story.

“CORE PROGRAMMING”
PROGRAMMING FURNISHED BY THE NBC NETWORK THAT IS SPECIFICALLY
DESIGNED TO SERVE THE EDUCATIONAL AND INFORMATIONAL NEEDS OF
CHILDREN 16 AND UNDER
(AGE TARGET 4-8)
APRIL–JUNE 2008

Airdate: 04/05/2008

Time:

Duration: 30:00

JACOB TWO-TWO

JACOB TWO-TWO AND THE SURPRISE DISGUISE (TWO128)

Jacob is excited about “Go to Work with Dad Day,” until it becomes apparent that there’s nothing exciting about watching Morty try to write. Morty’s efforts to start a new “Amazing Ronald” book are interrupted by a call reminding him of a scheduled book signing. When the actor hired to play “Amazing Ronald” doesn’t show, Jacob is pressed into service. After inadvertently helping two crooks, Fish and Fowl, steal all the copies of Morty’s new book, Jacob is taken into custody. He escapes and chases the crooks’ truck to their hideout, where they plan to put their own names on all the books and reap the profits. The police arrive, only to be captured by the crooks. Jacob captures Fish and Fowl and frees the officers. Later, Jacob relates his adventure to Morty, who assumes it’s a fictional story and uses it for the plot line of the next “Amazing Ronald” book. Jacob realizes that his dad’s job is not so boring after all.

[Educational Message: Sometimes a job may look boring, but if you really find out about it, you’ll discover any job has exciting moments.]

Airdate: 04/05/2008

Time:

Duration: 30:00

DRAGON

DRAGON’S BAND (DRA213)

Dragon listens to Alligator play the bongo and wonders if making music is as fun as listening to it. So, Dragon and Alligator decide to form a band. They ask Beaver, Mail Mouse and Ostrich to join them. Mail Mouse tells them that they need instruments, explaining that instruments are things people use to make music. When Mail Mouse shows them pictures of instruments, Dragon and his friends realize they don’t have any themselves. So, Dragon suggests they make their own. Dragon tries finding objects resembling the instruments in the pictures for his friends. As he finds something for each of his friends to play, Dragon discovers that everyday things can be used to make sounds just like real musical instruments. Dragon and his friends are finally able to make music using empty bottles, a paper tube, a string tied to a broom and a bucket, and sticks.

[Educational Message: Music can be found in everyday objects. So, if you don’t have any instruments, try some of the things around you to see if they can be used as musical instruments.]

STAR-GAZING DRAGON (DRA213)

When Dragon learns that Mail Mouse is sleepy during the day because she stayed up to see a comet with her telescope, he decides he wants to do the same. He tries staying up late like her, but staying up past his bedtime turns out more difficult than he thought. Dragon tries waiting on his bed, counting the hearts on his blanket, hiding his bed, setting alarm clocks all over his house, and even sleeping outside. Every night, however, Dragon falls asleep at bedtime. Dragon finally decides that he needs to get his sleep earlier in the day so that he doesn’t feel sleepy at night. The next day, Dragon goes to bed after lunch and wakes up to his alarm clock just in time to see the

comet. When it's time to sleep again, Dragon uses all the ways he's learned to fall asleep to get back to sleep.

[Educational Message: Sleep is very important. So, if you want to stay up past your bedtime for a special event, make sure you get enough sleep during the day.]

Airdate: 04/05/2008

Time:

Duration: 30:00

MY FRIEND RABBIT

MY NAME IS RABBIT (MFR109)

Rabbit thinks he has found a new friend with the same name when he calls out into the valley and hears a voice call back. When Mouse and Thunder accompany him to meet his new friend, also named Rabbit, they hear two new voices with the same names as theirs. They look for their friends everywhere but they can't find them. Hazel, the Gobble-Goose Girls and Edweena join them in their search, but end up meeting more new friends with the same names and voices. They try different ways of meeting their new friends until Mouse questions if they're just hearing their own voices bounce back. Rabbit suggests they try finding them by meeting them in the middle. Instead, they find Jasper who explains what they're actually hearing. Rabbit and his friends finally understand that what they're hearing is an echo, which is their own voices bouncing back to them.

[Educational Message: Sometimes, when you call out into an open space you hear an echo, which is your own voice bouncing back to you.]

BOGGED IN FOG (MFR 109)

Rabbit and Mouse can't see through the fog on their way to visit Jasper at the pond. So, they decide to feel their way there. Using the grass to guide them, they head toward the pond and notice things they've never noticed before. The Gobble-Goose Girls join them and they use a vine to help them stay together. The grass ends across the creek, where they meet Hazel. She suggests sniffing their way to the pond. When the pollen in the air begins to make them sneeze, Rabbit suggests using their ears to guide them. They concentrate until they hear frogs croaking, and follow the sounds to the pond where Jasper awaits them with their surprise—the taste of new berries. Rabbit and his friends realize that even though they couldn't see where they were going, they could use their other senses to find their way to the pond.

[Educational Message: When we are unable to use one or more of our senses, we can rely on our other senses to find our way and understand our environment.]

Airdate: 04/05/2008

Time:

Duration: 30:00

3-2-1 PENGUINS!

COMPASSION CRASHIN' (PEN208)

Michelle's feeling down because she doesn't have anyone with whom to play. Grandmum asks Jason to show Michelle compassion, but he remains oblivious. When Michelle can't cheer up even after the Penguins throw her a party, Jason tells them he's supposed to demonstrate compassion. They try being more compassionate through the modifier. That doesn't work. Suddenly, the spaceship runs into an asteroid belt and crash-lands on a different planet. There, Michelle's abducted by some aliens who make her their queen. Jason and the Penguins are led to her eventually, but find her unwilling to leave because she enjoys the company of the girl-Lobes who explain what compassion means—listening and understanding what's bothering someone. Realizing he hasn't been very compassionate with Michelle, he asks her to share what's bothering her and promises to listen to her next time. Seeing how compassionate her friends are, Michelle finally agrees to return home.

[Educational Message: When someone's feeling down, you should show the person some compassion by listening to what's bothering them and treating them with understanding.]

Airdate: 04/05/2008

Time:

Duration: 30:00

VEGGIETALES

SUMO OF THE OPERA (VEG107)

Larry the Cucumber stars as a pro-wrestling goof called the Italian Scallion, who never finishes what he starts because he fears that he doesn't have the ability to do the things he undertakes. So, he clowns around to make people laugh and, eventually, quits when things start to look too challenging. When he lands in the sumo wrestling ring with champion wrestler, Apollo Gourd, he realizes that the time for jokes is up. Motivated by the idea of winning the Tiger Bike, he focuses on training hard for the big championship with his coach, a former sumo champion himself. On the day of the championship, the Italian Scallion faces off with Apollo Gourd. Despite the odds, the Scallion refuses to give up and the match ends in a tie. Even though he doesn't win, the Italian Scallion realizes that he does have the ability to finish what he starts and learns that perseverance has its own rewards.

[Educational Message: When you finish what you start, you always come out a winner just for trying.]

Airdate: 04/05/2008

Time:

Duration: 30:00

JANE AND THE DRAGON

THE TOOTH FAIRY (JAD102)

Dragon is trying to cope with his horrible toothache and everyone is searching for the Princess who is hiding in the castle. Jane finds the Princess hiding under the King's throne because of her dangling tooth. To get her out, Jane fibs about the tooth fairy who will give her a trinket once the tooth falls out. Later, when Smithy prepares to pull Dragon's tooth out, the Princess runs out to tell Dragon about the tooth fairy and Jane decides to stick to her story. To prove that the tooth fairy exists, Jane takes Dragon's tooth and has Smithy make him a trinket. But, at night when Dragon sees Gunther stealing the tooth, he discovers that there is no tooth fairy. Jane has to make it up to him so he can trust her again. Dragon ends up forgiving her, but Jane realizes how much deception can hurt a relationship.

[Educational Message: Lying is lying, no matter how big or small; and when discovered it can destroy a person's trust in you.]

Airdate: 04/12/2008

Time:

Duration: 30:00

JACOB TWO-TWO

JACOB TWO-TWO AND THE SUPER SPECIAL SKATES (TWO131)

Hockey season is starting, and all the kids want new skates endorsed by "Spineless" Spencer of the Montreal Marvels. Morty, however, can't stand the preening Spencer, and so refuses to get Jacob a pair. Instead, he gives Jacob some lessons in "old style" hockey, which was more concerned with heart than merchandising. He gives Jacob an old pair of skates autographed by his own boyhood hockey hero. Jacob is not impressed with the uncomfortable skates until he masters them and impresses his classmates with his new skills. Soon, all Jacob's classmates quit Spencer's skating school to take lessons from Morty. Threatened, Spencer unsuccessfully tries to get Jacob to switch to his brand of skates. Instead, Jacob challenges Spencer to a race. If Jacob loses, he must give up his skates; if Spencer loses, he must waive his no-trade clause with the Marvels. Despite Spencer's attempts to cheat, Jacob wins the race.

[Educational Message: It's not what you look like that counts, it's what you do with what you have that matters most.]

Airdate: 04/12/2008

Time:

Duration: 30:00

DRAGON

DRAGON'S CAT (DRA101)

Dragon finds a cat outside his door, so he adopts her. He names her Cat, and tries to learn everything he can about taking care of her. He even goes to the store to get her toys, food and some kitty litter; but in his excitement he forgets Cat at the store. He returns home and looks everywhere for her. He even returns to the store to search for her, but Cat is nowhere to be found. When he finally comes home again, he sees that Cat is exactly where she should be— next to him. Cat followed her trail right back to Dragon's home just to be with him.

[Educational Message: When you adopt a pet, the first thing you have to learn is to pay attention to your pet and make sure it is safe.]

DRAGON LOOKS FOR CAT (DRA101)

Dragon decides he will give Cat a bath, so he draws up a bath for her. But when he looks for her, he cannot find her. Dragon thinks Cat is hiding because she wants to play, so he plays along with her, but she still can't be found. Just when he thinks he has lost her again, Dragon finally finds her outside, where she is giving herself a tongue bath. He realizes that cats don't need baths because they bathe themselves, so he hops in the bath instead.

[Educational Message: When you adopt a pet, you need to learn a lot about its natural habits and instincts. Cats bathe themselves using their tongue, so you don't have to bathe them regularly.]

Airdate: 04/12/2008

Time:

Duration: 30:00

MY FRIEND RABBIT

STICKY SITUATION (MFR113)

Rabbit and Mouse's "hop-over" pole gets stuck in a tree. When they pull it out, they find themselves glued to the sticky substance on it. Washing it doesn't work, so the Gobble-Goose Girls offer their help. They suggest pulling it off, breaking it so they're not stuck to each other, or scraping it off with a shell. Seeing how well the Gobble-Goose Girls function together, Rabbit and Mouse decide they'll remain stuck together. They try doing different things together, but they soon learn that even though they enjoy doing things differently, they need more coordination and cooperation. They finally decide to make one final attempt to free themselves. With the Gobble-Goose Girls' help, they finally manage to pull themselves apart. Now apart, Rabbit and Mouse realize that by trying new approaches and working together they're able to solve any problem.

[Educational Message: You can solve most problems by approaching them in different ways and working together with your friends.]

LADYBUG DAY (MFR113)

Mouse and his friends prepare for the Ladybug Day party. But as he's painting his picture of a ladybug, Mouse accidentally falls into a gourd of raspberry juice and is stained red. Jasper tells Mouse that the stain won't come off until his fur grows out, which upsets Mouse. Seeing Mouse sad, his friends decide to cheer him up by suggesting the benefits of being red and helping him see the problem in a different light. Mouse finally decides that being red isn't so bad when he uses his color to blend into his environment during hide and seek. While returning to the party with some raspberry juice, Mouse ends up attracting the ladybugs with his red paint. Now happy with his color, Mouse realizes that even though he couldn't fix the accident, once he changed the way he thought about it he was able to deal with it better.

[Educational Message: Sometimes, when you can't fix an accident, changing the way you view it can help you deal with it more positively and make the best of what you can't control.]

Airdate: 04/12/2008

Time:

Duration: 30:00

3-2-1 PENGUINS!

HOGS AND KISSES (PEN213)

Feeling badgered by Grandma's constant advice, Jason refuses to understand that it's for his own good. When he joins the Penguins for a new mission, he finds them doing the same thing. He complains to Sol about everyone's behavior, but Sol reminds him that his family and friends advise him because they care. Unconvinced, Jason returns to the Rockhopper and secretly runs away. The Lizard King discovers him in his ship and decides to return him to the Rockhopper. On their way, Cavitus captures them and tries manipulating Jason into helping Cavitus smash the piggybank cruiser with his persuasive and comforting words. Though he ignores the Lizard King's warnings initially, Jason eventually realizes that Cavitus' words cannot be trusted. He escapes with the Lizard King, saves the piggybank cruiser, and returns to the Rockhopper where he apologizes to his friends for not understanding that their advice was for his benefit.

[Educational Message: Even if the advice of your loved ones annoys you, it's for your own benefit. Those who don't care for you, however, may say things that sound nicer but they end up hurting you more.]

Airdate: 04/12/2008

Time:

Duration: 30:00

VEGGIETALES

MADAME BLUEBERRY (VEG108)

Madame Blueberry has everything she needs and more, but she is not thankful for any of it. Always comparing what she has with her friends and neighbors, she constantly feels blue. She thinks that if she has more things, she'll feel much better. When two sales-veggies show up at her door and tempt her, she rushes to their store for more things that she really doesn't need. On her way there, she sees a little girl sitting under a tree with her parents. They have very little food for themselves, but they seem happy with what they do have. At the store, Madame Blueberry sees a little boy who happily settles on something his dad can get him rather than cry about what he can't have. Seeing the children so content and grateful, Madame Blueberry realizes that she doesn't need so many things because her needs are already met by what she has.

[Educational Message: When you compare your possessions to those who have less, you realize that simply having more things is not what provides happiness.]

Airdate: 04/12/2008

Time:

Duration: 30:00

JANE AND THE DRAGON

DRAGON'S TAIL (JAD104)

Dragon is feeling very sick with a pig disease, curly tail. It is curable, but the antidote is a difficult quest far away. Jane, of course, volunteers for the quest and Sir Theodore assigns Gunther to accompany her so they can learn how to work as a team. The two squires head off into the great unknown to save Dragon, and together they manage to find the antidote. Working together, they hoist Jane onto the ledge that offers the antidote and when Jane gets stuck on the ledge, Gunther rushes off to get more help. In the end, Dragon receives the cure for his curly tail and the two knights-in-training learn something about the power of teamwork.

[Educational Message: Working as a team can help you accomplish difficult tasks and give you the necessary help when you need it.]

Airdate: 04/19/2008

Time:

Duration: 30:00

JACOB TWO-TWO

JACOB TWO-TWO AND THE QUIBBLING SIBLINGS (TWO136)

Right when Jacob is allowed to be a part of Kidpower, Noah and Emma (a.k.a. Intrepid Shapiro and Fearless O'Toole) get into a spat over a box of cereal. Jacob takes on a Kidpower mission, but botches it up after realizing that it's a team operation, not a solo act. Jacob tries to involve Kidpower in the mission using a secret message, but it doesn't work. So, he decides to decode the message through the secret decoder. Jacob finds an address where Fish and Fowl are bottling nitroglycerin as water. Caught in their net, Jacob calls Noah for help and Emma joins him, but they begin arguing again and Jacob is forced to admit he ate their cereal. Upset at Jacob, Noah and Emma prepare to leave the scene, but when they see Fish and Fowl escaping, they join forces again and foil their plans. Thanks to Jacob, Kidpower is a team again.

[Educational Message: Very little can be accomplished when two people on a team start fighting. If you want to achieve a goal, you have to work together.]

Airdate: 04/19/2008

Time:

Duration: 30:00

DRAGON

A FRIEND FOR DRAGON (DRA102)

Dragon decides he wants to make a new friend, so he befriends a rock. He tries to do friend-like things with the rock. He tries to play leap-frog and tag with Rock, but that doesn't work because Rock is not very good at it. He tries to have a three-legged race and Rock seems to keep up with Dragon just fine. He even takes Rock for a drive and shows it many interesting things, including some neat puffy clouds in the sky. Dragon decides he's found himself a new way to occupy his time, and do things without "live" company.

[Educational Message: If you think creatively, you will find that it's possible to entertain yourself.]

DRAGON'S NEW HOBBY (DRA102)

Dragon decides he wants to take up a new hobby to occupy his time, so he chooses knitting. He decides to knit things for all his friends. He makes them gloves, a hat, a scarf, some mittens, and a pair of earmuffs. To present his gifts to his friends, Dragon invites them all over. The guests are excited to receive gifts from Dragon, but when they try on their gifts they find that nothing fits them quite right. So, they decide to exchange their gifts with one another and each friend gets something that is useful for him/her. Dragon feels happy that he can use his hobby to do something for his friends and enjoy doing it, too.

[Educational Message: Hobbies can be a lot of fun, and with some hobbies, you can even make things for your friends.]

Airdate: 04/19/2008

Time:

Duration: 30:00

MY FRIEND RABBIT

STRANGE BEE-HAVIOR (MFR110)

Mouse tries to tell his friends a story, but he's interrupted by Edweena and the swarm of bees that keep buzzing around her. No matter where they go, the bees follow Edweena. She finally sits away from them so her friends can hear Mouse's story, but her friends invite her back. They think of different ways to get the bees to stay quiet but nothing works. Mouse finally realizes he

must think like a bee to understand why the bees won't leave Edweena. They eventually figure out that the bees are attracted to Edweena's flowery smell. They suggest she bathe to rid herself of the smell. When she does, the bees leave and Mouse is able to complete his story. Mouse realizes that it's only when they started thinking differently about the reason for the bees' attraction to Edweena that they were able to get rid of them.

[Educational Message: Sometimes you have to look at things in a different way and think of the reason for a problem in order to solve it.]

THE FLIGHTY FLY (MFR 110)

Rabbit invents a "flighty fly," but Mouse can't fly it because he's too small and he keeps getting carried away with the wind. Not wanting to leave him out, Mouse's friends try different ways of keeping him on the ground. They cover him with honey, tie him to some grass, and then to a rock. Nothing works. The wind is too strong, the "flighty fly" is too big, and Mouse is too small. When the "flighty fly" flies away in the wind with Mouse, he realizes it's just as fun to ride on the device. So, Rabbit adds a stick to the "flighty fly" for Mouse to ride on. As he's riding in the sky, Mouse realizes that being small shouldn't prevent him from flying the "flighty fly" if there was one small enough for him. So, his friends make him a smaller one, which he can enjoy flying, too.

[Educational Message: Don't let your size and build stop you from doing the things you enjoy. You can always find a way to work around your problem and turn a disadvantage into an advantage.]

Airdate: 04/19/2008

Time:

Duration: 30:00

3-2-1 PENGUINS!

WIKI TIKI (PEN209)

Jason and Michelle race to get their chores done and make a mess because they do them in a rush. Grandmum advises them to take the time to listen and do it right, but Jason still doesn't understand. Jason learns his lesson after Captain Strap sends them on a mission to Planet Wiki Tiki to save it from erupting in a volcano. In a rush to return to the Comet Lounge for their special punch, the Penguins rush through solutions to save the planet and don't listen to King Wiki Tiki's instructions. When the volcano finally erupts, Zidgel realizes he should have listened to the King before rushing to solve the problem. He apologizes to the King and follows his instructions, taking the time to do it right this time. When they return home, Jason realizes how big of a mess he can create if he does things in haste.

[Educational Message: Rushing to do anything can create a bigger mess, because you haven't taken the time to do it right. You should pay attention and listen to instructions, then do your chores, so you get it right the first time.]

Airdate: 04/19/2008

Time:

Duration: 30:00

VEGGIETALES

A SNOODLE'S TALE (VEG109)

Born in the small town of Snoodlesburg in the land of Galoots, little Snoodle Doo learns early on that he cannot measure up to the other snoodles that seem to be nothing like him. Not only is he too small, he cannot play his horn, fly, or paint like everyone else. Sad and dejected, Snoodle Doo decides to go away where he can find something he can do that doesn't make him look silly and worthless. When he comes across a large mountain, he uses all his strength and will to climb it so he can see what lies beyond. Instead, he meets the artist who made him. Seeing himself through his creator's eyes helps Snoodle Doo realize that he is capable of much more than he thinks. He just has to believe in himself and not let others define him.

[Educational Message: Believe in yourself before you accept as truth all the hurtful things others may say about you.]

Airdate: 04/19/2008

Time:

Duration: 30:00

JANE AND THE DRAGON

SHALL WE DANCE (JAD105)

Excited about the upcoming annual ball, the Princess extracts a promise from Jane to dance with her. Eager to attend the ball as a knight, Jane readily agrees and begins practicing her dance steps. Gunther notices Jane hobbling about in an attempt to dance, and mocks her abilities as a knight. To top it off, Jane's mother places the condition on her to wear a dress if she plans on attending the ball. Jane knows that once she attends the ball in a dress, she will not be taken seriously as a knight. So, she decides to skip the ball altogether. Jane feels extremely disappointed, but the Princess who looked forward to dancing with her is even more disappointed. To make it up to Jane, her friends throw her a surprise party in lieu of the ball where she can attend as a knight and keep her promise to the Princess.

[Educational Message: Staying true to yourself requires sacrifice, but don't forget the promises you make to others. Find a way to compromise without abandoning your ideals.]

Airdate: 04/26/2008

Time:

Duration: 30:00

JACOB TWO-TWO

JACOB TWO-TWO AND THE BOOKWORM BROUHAHA (TWO137)

Worried about maintaining his perfect record, Jacob rushes to get to the library on time. Impressed with his dedication, the librarians give him a chance to become one of them. When he reports for training, Jacob discovers that working in the library is not just about stacking books and checking due dates. Summoned to the mystery section, Jacob finds a secret compartment that is the Library Ninjas' secret quarters where they watch for people misusing library books. Jacob is trained and initiated to be a Library Ninja, and he vows to track down the "Bookworm"—the library's most wanted villain. Jacob pieces the clues together, but his investigation leads him to his own house and to his own library-loving father. The Library Ninjas trace Jacob's clues and they find that the Bookworm is actually Leo Louse, not Jacob's father. Jacob realizes that sometimes the clues can be a little misleading.

[Educational Message: When you try to solve a problem, clues are great. But, you still have to check every fact to avoid being misled and making the wrong assumptions. Checking your facts will lead you to the right answers.]

Airdate: 04/26/2008

Time:

Duration: 30:00

DRAGON

DRAGON'S FLY (DRA103)

Dragon tries to read a book when an annoying fly starts to buzz around him. The buzzing gets in the way of his reading and starts to bother him because it's so noisy. So, he covers his ears by wrapping them up with a pillow. He returns to his reading, but the fly returns. This time Dragon is bothered by all the buzzing. So, he builds a little cave for himself with a blanket and a chair, and he gets underneath it. He can't hear or see the fly anymore, so it's nice and quiet. Dragon starts to feel sleepy with all the quiet, and the soft pillow is very comfortable. So, he falls asleep. But now that he's rid himself of the fly, Dragon realizes he misses it.

[Educational Message: Sometimes, solving one problem creates a new one.]

DRAGON'S HOLIDAY (DRA103)

One day, Dragon decides that he wants to go and explore the world. He tries on an explorer hat, which is really just an upside down pot that he wears on his head. It doesn't feel like a proper hat, so he takes it off. He decides to go on a trip to explore some of the world, and he begins to pack his luggage. He packs a trunk with his clothes and other basic things he needs; but he thinks he may need more things, so he packs everything, even the kitchen sink. When he goes back into his house, he finds it so empty that he can't recognize it. So, he decides to explore his own home instead.

[Educational Message: Exploring is a lot of fun, but you don't need to go very far to discover new places and new things.]

Airdate: 04/26/2008

Time:

Duration: 30:00

MY FRIEND RABBIT

HAZEL'S VOICE (MFR111)

When Hazel is unable to talk because of a sore throat, she uses charade-like gestures to communicate with Rabbit and Mouse. First, she asks Rabbit to find Edweena and Mouse to find the Gobble-Goose Girls for her. She then asks Edweena to sniff out chamomile flowers since she's got a stuffy nose and the Gobble-Goose Girls for some slippery elm tree bark. After seeing Hazel so tired after all the activity, Rabbit and Mouse search for an easier way for Hazel to communicate. Rabbit finds a hollow stick that she can blow into to make sounds. When Edweena and the Gobble-Goose Girls return, Hazel asks for one last thing—honey. After Rabbit returns with the honey, Hazel uses all the ingredients to create a salve for her throat. Even though she can't talk, Hazel finds different ways to communicate her needs to her friends and feel better through their help.

[Educational Message: If you lose your voice and can't talk, don't worry. There are other ways to communicate your needs to others and get the help you need to feel better.]

THE PERFECT ROCK (MFR111)

Thunder mistakenly picks up a heron's egg when he's searching for rocks and learns that it's not a rock but a bird's egg. Jasper asks Thunder and Edweena to care for the egg while he searches for its mother. Meanwhile, Rabbit and Mouse help Harriet Heron search for her missing egg by floating and following a milkweed pod along the river to see where the egg went. With everyone busy searching, Thunder and Edweena keep the egg warm and safe by singing it a lullaby, having Edweena breathe on it, and building it a nest. Eventually, they decide to tuck it into Edweena's trunk for safety and warmth. Rabbit, Mouse and Harriet Heron finally run into Jasper who leads them to the egg. Seeing how well Thunder and Edweena have cared for her egg, Harriet Heron lets Thunder have the egg shells when it hatches and names her baby, Thundereena.

[Educational Message: If you see a baby animal in need of caring and you cannot find its mother, make sure it's warm and safe in order to protect it while you seek help.]

Airdate: 04/26/2008

Time:

Duration: 30:00

3-2-1 PENGUINS!

INVASION OF THE BODY SWAPPERS (PEN210)

Michelle feels unattractive, so Grandmum reassures her that what matters more is her personality and character. Unconvinced, Michelle seeks approval from the Penguins. She realizes that beauty on the inside is what counts most after she has to put appearances aside to save Kevin from Cavitus. When Fidgel accidentally switches Zidgel's and Kevin's bodies while testing the modifier, Zidgel is devastated. He has to give the keynote address at the Miso-Guapo Convention as their physically perfect spokesperson. They head to the convention where Michelle gets a makeover and Kevin takes Zidgel's place. Kevin ends up confusing everyone, including Cavitus

who steals Miso-Guapo products and captures Kevin. Michelle seeks Mister Guapo's help to save Kevin, but he's more concerned with everyone's appearances. Michelle transforms herself back, convinces everyone that appearances don't matter if you don't do the right thing, and finally gets Mister Guapo's help to rescue Kevin.

[Educational Message: Looking good isn't nearly as important as being a good person and doing good things. It's your character and personality that are most important.]

Airdate: 04/26/2008

Time:

Duration: 30:00

VEGGIETALES

BABYSITTER IN DE-NILE (VEG110)

Little Miriam is forced to look after her baby brother while her parents and older brother go off to work. Despite being annoyed at having a new baby that takes away all her parents' attention from her, Miriam baby-sits her brother as promised. She even follows her parents' special instructions to protect him from the pharaoh's guards. Still, she's not too happy about being a big sister and doing so much work. When Miriam sees how her older brother comes to her defense to protect her from the pharaoh's guards, Miriam finds the courage to do the same for her baby brother when he gets discovered floating in the Nile by the queen and her guards. The queen compares him to baby Moses, warns her guards to not harm Miriam or the baby, and allows Miriam's parents to stay home to care for him.

[Educational Message: Loving your family means being there for them and helping them when they're in need.]

Airdate: 04/26/2008

Time:

Duration: 30:00

JANE AND THE DRAGON

DRAGON RULES (JAD107)

Jane and her friends have the chance to play "bandy ball" on the King's day off, but when Dragon joins in the game, it turns disastrous. Jane's friends finally decide they don't want to play with Dragon anymore because he is too big and clumsy. Jane gets upset and decides to quit playing, but she realizes later she overreacted, so she returns to her friends and the game, with Dragon as a referee. When Jane returns from retrieving the ball that Dragon has thrown over the courtyard where the King is sleeping, she and her friends run into Gunther who has managed to get the King's crown stuck on his head. They help him remove the crown and sit down to enjoy supper together, putting the day's differences behind them.

[Educational Message: When you get angry with friends during a game, remember that a game is meant to be fun for everyone. So, try to work out your problems and you will still be able to have fun and enjoy your friendship.]

Airdate: 05/03/2008

Time:

Duration: 30:00

JACOB TWO-TWO

JACOB TWO-TWO VS. THE HOODED FANG (TWO101)

Fed up with sharing a room with his brother, Noah, Jacob decides he wants his own room. Dad says he can have the attic if he can spend an entire night up there. Unfortunately, while watching wrestling on TV, Jacob gets freaked out by the bad-guy wrestler, the Hooded Fang, and is too frightened to stay in the attic all night. When his Dad takes the kids to a wrestling match the next evening and Jacob finds himself face to face with the hulking Hooded Fang, he learns a valuable lesson about overcoming his fears. Back at home he is now able to brave an entire night in the attic, which makes it his new room.

[Educational Message: Facing your fears is the best way to beat them.]

Airdate: 05/03/2008

Time:

Duration: 30:00

DRAGON

DRAGON'S SPRING CLEANING (DRA104)

Dragon notices that his house is very messy. So, he decides to clean it and Beaver tries to help him. Beaver suggests moving Dragon's furniture and other house things from one side of the room to another, so they have space to work. Dragon piles all his things on one side of the room. Just when he gets done, Beaver tells Dragon to move the things to another side of the room. But that still doesn't seem to give them enough space to work, so they move all the things to the middle of the room and pile them on top of each other. Once the house looks clean, Dragon decides to bake a cake but, in doing so, is left with a messy home all over again.

[Educational Message: Cleaning up is a tough job and if you aren't neat while you are working, cleaning will always be a major undertaking.]

DRAGON'S DAYDREAM (DRA104)

Dragon imagines what it would be like to be his friends, so he role-plays their personalities. He starts by imagining that he is Beaver and that he likes to chew trees with his teeth, just like Beaver does. He adds mustard in the middle of the tree and tries to chew around the tree, but it ends up being much harder than it looks. He tries to take on the personalities of his other friends and do the things they do, but he realizes that it's easier just to be himself.

[Educational Message: Trying to be like others is interesting, but it's always best to just be yourself.]

Airdate: 05/03/2008

Time:

Duration: 30:00

MY FRIEND RABBIT

THUNDER THE POET (MFR112)

Thunder makes up a poem about spring, but before he can share it with Rabbit and Mouse, he forgets it. Rabbit and Mouse help Thunder by making sure his "rememberer" isn't broken and by feeding him nuts, but that doesn't help. Then, they head to the meadow where Thunder made up his poem to help him retrace his steps. The visual clues help Thunder recall the beginning of his poem. Rabbit suggests adding a reminder in a memory-keeper to store the poem as he recalls every line. Thunder continues to use visual clues, then seeks Robin's help when he remembers she heard him recite his poem. To remember the poem's last line, Rabbit and Mouse help Thunder through the rhyming method. He finally remembers the entire poem, and uses all the ways that helped him refresh his memory to remember his poem and make up new ones.

[Educational Message: There are many different ways of refreshing your memory when you've forgotten important information, especially when you have your friends there to help you remember.]

THE STRAWBERRY PATCH (MFR 112)

Rabbit's search for strawberries is interrupted when Thunder reminds Rabbit of the promise he made to play a game with him. Seeing how much Rabbit wants the strawberries, Mouse decides to surprise Rabbit with them. While Rabbit tries to focus on playing instead of thinking about the strawberries, Mouse enlists Hazel's help for the task. From the treetop, Hazel spots a strawberry patch behind some thistle. As they start devising ways to get through the thistle, Mouse gets distracted by thoughts of what Rabbit would do instead. When nothing works, Mouse realizes he needs to focus on the problem instead of worrying about Rabbit. It works, and Mouse is able to pick the strawberries by sliding on a rope above the thistle. Mouse surprises Rabbit with the strawberries, and realizes that clearing his mind of distractions and concentrating on the task is what helped him figure out a solution.

[Educational Message: When you concentrate on your task and clear your mind of unnecessary distractions, you can find a solution for the problem.]

Airdate: 05/03/2008

Time:

Duration: 30:00

3-2-1 PENGUINS!

GIT ALONG LITTLE DOGGIES (PEN211)

When she catches them arguing, Grandmum reminds Michelle and Jason that they should speak nicely to each other even when the other person's being nasty. They continue arguing on their way to their mission with the Penguins to retrieve Wild Bill's cows from Gopher Gus and his gang. When they meet Wild Bill, they find him rude and mean, even when he's being helped. The kids remember Grandmum's advice and suggest speaking nicely to Wild Bill even if he's mean. Zidgel disagrees and argues with Wild Bill. Just then, Gopher Gus and his gang arrive and steal more cows. Finally, Kevin tells his friends that Wild Bill needs to be nicer. Defeated, Wild Bill confronts Gopher Gus and forces himself to speak nicely. Gopher Gus relents, returns the cows, and promises not to fight. The children return home realizing the importance of speaking kindly to others despite how they're treated.

[Educational Message: Fighting does not resolve anything. If you speak to others nicely and show kindness despite being treated badly, you'll see that the other person will reciprocate your niceness.]

Airdate: 05/03/2008

Time:

Duration: 30:00

VEGGIETALES

DUKE AND THE GREAT PIE WAR (VEG111)

Duke Duke learns an important lesson about love when he meets a young rhubarb named Sweet Petunia. With her husband and father-in-law creamed in the Great Pie War between the Rhubarbarians and the Kingdom of Scone, Sweet Petunia accepts living in abject poverty with her mother-in-law, Nona, out of devotion to her. Though Nona appreciates Sweet Petunia's sacrifice, it makes her sad to have lost everything they owned. To make matters worse, Otis the Elevated, a treacherous knight, has usurped all their wealth and taken over their home. When Nona brings Sweet Petunia and Duke Duke together, through Nona's urging, Duke Duke decides to challenge Otis to a joust. The winner gets to keep the second half of the golden duck with the key to Sweet Petunia's vault. Surprising everyone, Duke Duke wins the challenge and Sweet Petunia's hand in marriage.

[Educational Message: When you truly love someone, you will do everything you can to help him/her.]

Airdate: 05/03/2008

Time:

Duration: 30:00

JANE AND THE DRAGON

DRAGON DIVA (JAD109)

The King wants Jester to sing in the inter-kingdom song competition. But, Jane is so enthusiastic in her voice-coaching that Jester ends up losing his voice. Fortunately, Jane hears a beautiful voice coming from behind the trees. She discovers that the voice belongs to Dragon who swears her to secrecy. Nobody will take him seriously if they know he sings well. So, Jane pretends to be the one with the beautiful singing voice even though her own singing is pretty awful. Jane's lip-synching ends disastrously when Dragon forgets to chime in. But just then, Dragon swoops into the limelight and resumes the song with his beautiful voice.

[Educational Message: If you have a talent, don't hide behind others because you think you'll be embarrassed. Share your talents and most people will appreciate your gifts.]

Airdate: 05/10/2008

Time:

Duration: 30:00

JACOB TWO-TWO

JACOB TWO-TWO AND THE DAILY CROWN (TWO105)

A new newspaper becomes an overnight success in Montreal, but Jacob is suspicious. The paper is poorly written gibberish, and yet all the grownups in town are subscribing to it and spending all their money on the useless products advertised in it. Jacob and Buford become paperboys to infiltrate the Daily Crown headquarters, coming face to face with its eccentric founder, Carl Fester King. Learning that the paper's ink does indeed contain a "brainwashing" chemical, Jacob uses King's own newspaper to reveal his con game to the entire city and everything returns to the way it was.

[Educational Message: If everyone you trust seems to change their normal behavior, you should definitely consider doing some problem-solving to find the explanation.]

Airdate: 05/10/2008

Time:

Duration: 30:00

DRAGON

DRAGON'S BOGEYMEN (DRA105)

After reading a monster book late at night, Dragon realizes this may not have been a good idea. He reassures himself that there is nothing to be afraid of, but keeps getting scared every time he hears a strange sound. Each time he feels scared, he finds the cause behind the sound and realizes it's nothing that doesn't also happen during the day. Nevertheless, he decides he'll only read books on bunnies from now on. Tired of all the strange sounds, Dragon goes downstairs to sleep, but that doesn't work. He returns upstairs and gets frightened again when he sees a strange shadow creeping toward him, but it's just Cat climbing onto his bed. Dragon finally falls asleep, realizing that even though the night is filled with strange little sounds and shadows, there is nothing to be afraid of at all.

[Educational Message: If you listen to a scary story right before going to sleep, you might become frightened. Don't let the little sounds and shadows in the night scare you, and avoid getting frightened by staying away from scary books at bedtime.]

DRAGON'S MOON (DRA105)

Dragon gets in bed and decides to say goodnight to everything in his room, even his own special nightlight—the moon. The next night, when Dragon turns to wish the moon goodnight, he notices that the moon looks smaller. He fears the moon is shrinking. Each night, he notices that the moon looks even smaller. Worried, he seeks Ostrich's help and together they try looking for what's missing, but they cannot find it. The next morning, Dragon meets Mail Mouse and tells her all about the missing moon piece. Mail Mouse explains to Dragon that the sun shines on the moon and when the earth moves, we can only see the lighted side. Happy to know that the moon isn't shrinking or missing a piece, Dragon returns to bed that night and wishes everything a good night, even his special nightlight—the moon.

[Educational Message: The moon is lit up at night because the sun is shining on it. When the moon moves around the earth, a different side of the moon is lit by the sun. Every month the moon gradually appears to go from big, round and bright to totally dark, and back to light again.]

Airdate: 05/10/2008

Time:

Duration: 30:00

MY FRIEND RABBIT

STICKY SITUATION (MFR113)

Rabbit and Mouse's "hop-over" pole gets stuck in a tree. When they pull it out, they find themselves glued to the sticky substance on it. Washing it doesn't work, so the Gobble-Goose Girls offer their help. They suggest pulling it off, breaking it so they're not stuck to each other, or scraping it off with a shell. Seeing how well the Gobble-Goose Girls function together, Rabbit and Mouse decide they'll remain stuck together. They try doing different things together, but they soon learn that even though they enjoy doing things differently, they need more coordination and cooperation. They finally decide to make one final attempt to free themselves. With the Gobble-Goose Girls' help, they finally manage to pull themselves apart. Now apart, Rabbit and Mouse realize that by trying new approaches and working together they're able to solve any problem.

[Educational Message: You can solve most problems by approaching them in different ways and working together with your friends.]

LADYBUG DAY (MFR113)

Mouse and his friends prepare for the Ladybug Day party. But as he's painting his picture of a ladybug, Mouse accidentally falls into a gourd of raspberry juice and is stained red. Jasper tells Mouse that the stain won't come off until his fur grows out, which upsets Mouse. Seeing Mouse sad, his friends decide to cheer him up by suggesting the benefits of being red and helping him see the problem in a different light. Mouse finally decides that being red isn't so bad when he uses his color to blend into his environment during hide and seek. While returning to the party with some raspberry juice, Mouse ends up attracting the ladybugs with his red paint. Now happy with his color, Mouse realizes that even though he couldn't fix the accident, once he changed the way he thought about it he was able to deal with it better.

[Educational Message: Sometimes, when you can't fix an accident, changing the way you view it can help you deal with it more positively and make the best of what you can't control.]

Airdate: 05/10/2008

Time:

Duration: 30:00

3-2-1 PENGUINS!

WISE GUYS (PEN212)

Jason ignores Grandmum's advice to use a dimmer light for the lamp, saying he knows what he's doing. She reminds him to listen to her advice, because she has more experience. Jason doesn't understand until his mistakes almost cost him his future. On their way to solve a dispute on Planet Obstantinople, Jason discovers a broken time machine. He tries fixing it, ignoring Fidgel's advice and the instructions, and the machine sends them into the future. There, they meet their old selves whose advice they ignore while fixing their spaceship. It's only after all their attempts fail that they realize they should've listened to their older and more experienced selves. They take the old Penguins' advice, fix the spaceship and time machine, and return to their own time. Back home, Jason realizes the wisdom in listening to voices of experience and promises Grandmum he'll take her advice next time.

[Educational Message: Listen to your elders and pay attention to advice and instructions from those who know more, because they have more experience than you do and can help you solve problems that you can't solve yourself.]

Airdate: 05/10/2008

Time:

Duration: 30:00

VEGGIETALES

KING GEORGE AND THE DUCKY (VEG112)

King George is a very selfish king. He has a neat little castle in a wonderful little kingdom, but he is still not content. He ignores his responsibilities and spends most of his time playing with a rubber ducky in his bathtub. One day, King George notices that the little boy living across from him also has a rubber ducky that looks a lot like his. So, he orders the boy to be sent into the frontlines of battle, just so he can get his ducky. The little boy returns home injured, but King George is unconcerned. When a wise man visits the king, he teaches him how always putting yourself before others is very hurtful. King George realizes that when he gets what he wants, others don't get anything and may even lose something as a result.

[Educational Message: Being selfish always hurts someone else because one person gets what he or she wants at the expense of someone else not having it.]

Airdate: 05/10/2008

Time:

Duration: 30:00

JANE AND THE DRAGON

ADVENTURES IN ROYAL BABYSITTING (JAD110)

When the King and Queen are gone for the day on royal business, Jane is entrusted with "protecting the royal heirs," i.e., babysitting. Unfortunately, watching the bratty Prince and playful Princess wreaks havoc with Jane's plan to study for one of Sir Theodore's knighthood tests. So, Jane asks Dragon to keep an eye on the two children for an hour while she studies. Dragon manages to misplace the Princess in a game of hide 'n' seek, and Jane has to race to find the missing Princess before the King and Queen return home. She manages to find the kids in time and find time to study, too. Jane learns that her real test was to remain honest with herself and others throughout her challenges in balancing her responsibilities.

[Educational Message: When you're given a responsibility, don't push it off to someone else no matter what the reason and be honest when you make a mistake.]

Airdate: 05/17/2008

Time:

Duration: 30:00

JACOB TWO-TWO

THE MYSTERY OF MALTY MCGUFFIN (TWO106)

Jacob becomes obsessed with solving a real-life mystery—the location of a secret treasure—described in his Maltie McGuffin book. The only problem is that Jacob is being followed by library ninjas who are intent on getting the overdue book back. Jacob, Buford and Renee use their combined brainpower to decode the clues, solve the riddles, and find the location of the secret treasure, only to be scooped at the last minute by I.M. Greedyguts. Just when Jacob and his friends think it's all over, the library ninjas come to their rescue and take Greedyguts and the overdue book away, leaving them to enjoy the treasure—boxes and boxes of Maltie McGuffin cereal.

[Educational Message: Books can guide you through amazing adventures, which is one of the best reasons to spend time reading.]

Airdate: 05/17/2008

Time:

Duration: 30:00

DRAGON

DRAGON'S FUNNY NOISE (DRA106)

Beaver knocks on Dragon's door, complaining about a funny noise that seems to be coming from Dragon's house. Dragon can't hear a thing, but right when Beaver leaves, he hears it. He looks everywhere, but he cannot find where the noise is coming from. The noise becomes so loud that it rattles everything in the house. Dragon tries searching for the source of the sound using a listening device and a magnifying glass, but that doesn't work. He asks Ostrich, a superhero in his spare time, and Alligator to help him. That doesn't work either. Finally, Beaver comes over and decides to find the source of the funny noise. He can't find it either. Feeling sleepy, he plops down on Dragon's couch. Dragon hears the funny noise again and he realizes that the noise is Beaver's snoring.

[Educational Message: Sometimes people snore when they sleep and it sounds like a loud, strange noise.]

DRAGON'S MIXED UP DAY (DRA106)

Dragon tries to sleep, but it's too warm inside, so he opens the window. The window makes too much noise, blowing in the wind, so he props it open with Cat's toy. Then, Dragon gets really cold, so he gets himself another blanket. By the time he falls asleep, it's already time to wake up. Dragon is so tired and sleepy that he starts to have a really mixed-up day. He keeps doing everything backwards. He goes to the store to get a snack and buys one of everything when he cannot decide. When the cart gets too heavy, he eats everything in it to make it lighter. Then, Dragon gets so heavy that Alligator has to push him home. His mixed-up day ends when he gets in bed and, finally, falls asleep.

[Educational Message: Not getting enough sleep can make you do really mixed-up things.]

Airdate: 05/17/2008

Time:

Duration: 30:00

MY FRIEND RABBIT

LITTLE DUTCH RABBIT (MFR101)

Rabbit creates a leak in the beaver dam when he uses one of the sticks from it to scratch his itching back. No matter what he tries, the dam leaks more and his back still itches. When Thunder offers help, Mouse suggests finding the beaver to tell him about his dam. Thunder searches for the beaver without hearing Mouse's full description and mistakes other animals for it. Meanwhile, Mouse suggests fixing the dam themselves. Together, the friends brainstorm possible solutions. When none of their ideas work, Jasper realizes there are actually two problems: Rabbit's itchy back and the leaky dam. He suggests finding one solution for both. Mouse realizes that Rabbit's back is itching because it's dirty, and rinsing it will stop the itch and make use of the leaking water. Thunder finally finds the beaver who thinks he can also use the leaky dam as a spray-wash for himself.

[Educational Message: Sometimes, one small problem can turn into many big problems. Finding the root of the first problem can lead to solving the others, so one solution can work for them all.]

FISHING FOR THE MOON (MFR101)

When Rabbit snaps his fingers and the moon reappears, he thinks he can control the moon's movement. When he tries to show Mouse how he did it, however, it doesn't work. They try retracing Rabbit's steps, then getting closer to the moon so it can hear Rabbit snap. Nothing works. Thunder joins them and they try standing on top of each other, so Mouse can snap his fingers and make the moon reappear. Instead, they notice the moon in the pond and think that the moon has fallen into the water. They try scooping and fishing it out, but to no avail. When Jasper finally awakens, he explains to them that the moon only seems to disappear when it goes behind the clouds, and what they see in the pond is actually the moon's reflection. They look up to see the moon is still in the sky.

[Educational Message: We cannot control the moon's movement. So, if you think it has disappeared, it may be hiding behind the clouds; and if you see it in the water, you're just seeing the moon's reflection.]

Airdate: 05/17/2008

Time:

Duration: 30:00

3-2-1 PENGUINS!

HOGS AND KISSES (PEN213)

Feeling badgered by Grandma's constant advice, Jason refuses to understand that it's for his own good. When he joins the Penguins for a new mission, he finds them doing the same thing. He complains to Sol about everyone's behavior, but Sol reminds him that his family and friends advise him because they care. Unconvinced, Jason returns to the Rockhopper and secretly runs away. The Lizard King discovers him in his ship and decides to return him to the Rockhopper. On their way, Cavitus captures them and tries manipulating Jason into helping Cavitus smash the piggybank cruiser with his persuasive and comforting words. Though he ignores the Lizard King's warnings initially, Jason eventually realizes that Cavitus' words cannot be trusted. He escapes with the Lizard King, saves the piggybank cruiser, and returns to the Rockhopper where he apologizes to his friends for not understanding that their advice was for his benefit.

[Educational Message: Even if the advice of your loved ones hurts you, it's for your own benefit. Those who don't care for you, however, may say things that sound nicer but they end up hurting you more.]

Airdate: 05/17/2008

Time:

Duration: 30:00

VEGGIETALES

DAVE AND THE GIANT PICKLE (VEG113)

Dave is a very little shepherd boy who feels too small to take on a big job. His brothers don't make him feel any better when they give him the smaller tasks while taking on the heavier load themselves. When his big brothers head off to defend their land, little Dave is left behind to tend to the sheep. Though his brothers and others doubt his abilities because of his small size, Dave gets a chance to show his courage by fighting the enemies of his tribal group. He faces off with a giant, nine-foot pickle when nobody else has the courage to fight. Little Dave defeats the giant pickle and realizes that his size does not determine what he can do.

[Educational Message: Achieving your goals is usually not determined by your size, but by your strategy and courage to take on difficult tasks.]

Airdate: 05/17/2008

Time:

Duration: 30:00

JANE AND THE DRAGON

A PIG OF A PROBLEM (JAD112)

Always up to no good, Prince Cuthbert sneaks into the pigpen alone. He runs out a few minutes later squealing when Smithy's pig bites him. The King decides that Pig must be tethered and removed from the castle. Smithy is devastated because Pig is not just his pet but also his friend. When the merchant agrees to buy Pig from the King, Dragon decides to steal Pig away to his cave. Believing that Smithy has done something with Pig, Smithy is dismissed from the castle staff. Upset with the turn of events, Jane tries to learn the truth. She wins Prince Cuthbert over and discovers that it was he who scared Pig, and caused Pig to react in defense. Jane shows the King that the problem doesn't lie with Pig, but with the way Prince Cuthbert treats Pig. Thanks to Jane, the misunderstanding is cleared, and Smithy returns to the castle with Pig.

[Educational Message: In order to clear a misunderstanding, it's important to find the cause behind it and clarify the truth.]

Airdate: 05/24/2008

Time:

Duration: 30:00

JACOB TWO-TWO

JACOB TWO-TWO AND SCHOLARS FOR DOLLARS (TWO108)

Jacob is tired of failing Ms. Sour Pickle's daily country capitals quiz, so he does a little detective work and figures out her system for picking the countries. As a result, he aces the quiz and becomes a hero to the entire student body. It all backfires, however, when he is chosen to be the geography expert on the school's "Scholars for Dollars" team. He's only got one night to memorize all the countries and capitals before the big competition, so he uses little tricks to memorize them. His team doesn't win the competition but everyone is really proud of his efforts and interested in the neat tricks he used to memorize and recall information.

[Educational Message: When you study and try your hardest, you will not only be proud of yourself, but others will also be proud of you, regardless of the outcome of your efforts.]

Airdate: 05/24/2008

Time:

Duration: 30:00

DRAGON

OSTRICH TO THE RESCUE (DRA107)

Ostrich wishes she could be a superhero and rescue people, too. She tries rescuing Dragon from the long-tongued bug, but Dragon is just playing with his yo-yo. Ostrich tries to rescue Beaver from a stick, but Beaver is just using the stick to scratch his back. None of Ostrich's friends need rescuing, so she tries to rescue herself. Dragon decides to help Ostrich rescue someone. He sticks his hand in the plastic jar and gets stuck. Excited to rescue someone, Ostrich uses butter to pull his hand free from the jar. Now, Dragon's tail is stuck in a tire and Ostrich has trouble getting the tire off of it. She spreads on some butter, holds the tire and pulls. Ostrich pulls so hard that the tire comes off Dragon's tail. Ostrich realizes she can rescue people just like a superhero.

[Educational Message: Rescuing people from trouble is what superheroes do, but you can help people with your own effort and common sense.]

DRAGON BABY-SITS A FERN (DRA107)

Ostrich asks Dragon to take care of her tropical plant, Fern, who can be a bit fussy. Dragon agrees and Ostrich leaves him with instructions to make sure that Fern gets enough water and sun. Dragon looks for the sunlight, but it hides behind the cloudy sky. He tries to make the clouds go away, but that doesn't work. He then tries to be the sun for Fern, but that becomes difficult, too. Dragon notices that Fern needs water, so he buys a watering can from the store. Watering Fern becomes tricky when Cat tries to chew on it. At night, Dragon lets Fern sleep in his bed and reads it a story. When Ostrich takes Fern back with her in the morning, Dragon misses it. So, Ostrich presents Dragon with a fern of his own. Dragon realizes that taking care of Fern the second time around is much easier.

[Educational Message: Taking care of plants may seem hard at first, but it gets easier and more fun as you keep doing it.]

Airdate: 05/24/2008

Time:

Duration: 30:00

MY FRIEND RABBIT

FOLLOW THE LEADER (MFR102)

Rabbit invents a game called "Follow the Leader," in which he's the leader and Mouse is the follower. Mouse finds it difficult to keep up with Rabbit, so they try adjusting the game. When that doesn't work, they make Mouse the leader and the Gobble-Goose Girls join them. They run into Hazel who can't join them because she has to pick her acorns. So, they make Hazel the leader and follow her as she gathers acorns. Thunder joins them and he tries following them, but he's too big and heavy. So, they make Thunder the leader and do what he enjoys. When Thunder leads them into the water, they realize Hazel can't join them. Rabbit realizes they have to play a game that they can all enjoy. They all try leading, but they find nobody's following them. Finally, they decide to play hide and seek that everyone can enjoy, together.

[Educational Message: When you find it difficult to play together, try to think of a game that everyone enjoy. That way, you can be together and still have fun.]

CHASING RAINBOWS (MFR102)

Rabbit tries convincing Mouse to play in the rain, but Mouse doesn't like getting wet. At first, Rabbit suggests running between raindrops, but they still get wet. Hazel and the Gobble-Goose Girls join them, and together they try to make the rain stop. That doesn't work either, so Rabbit suggests thinking of a game they can play in the rain. They make music in the mud, but Mouse doesn't want to play in the mud. They chase worms, but Mouse thinks they're slimy. Finally, Thunder notices the rainbow and they try following it. In trying to chase the rainbow, Mouse starts to have fun despite the rain. They jump over puddles, find shiny objects that the rain has washed, and slide down wet slopes. Still, they can't get to the rainbow. The rain eventually stops and the rainbow disappears, but Mouse learns he can have fun even when it rains.

[Educational Message: You can have fun in almost any situation, even when it's raining. You just have to make an effort and find different things to do.]

Airdate: 05/24/2008

Time:

Duration: 30:00

3-2-1 PENGUINS!

I SCREAM, YOU SCREAM (PEN201)

Jason and Michelle realize they can't return home after they find the Galeezel ruined. Frustrated, they blame each other and begin fighting. Although Zidgel reminds them of Sol's advice to seek knowledge before accusing someone and hold their temper before they lose all control, Jason and Michelle continue bickering. Meanwhile, the Penguins head toward Comet Lounge in search of Fidgel's friend who can fix the Galeezel. Arriving there, they find Cavitus has ambushed the ice cream ship. Before they can rescue it, they notice their belongings ruined and start blaming each other without clarifying the facts. When they discover Cavitus' tiny robot is behind the mess, they realize they've lost control of their ship as a result. They finally stop arguing, rescue the ship, fix the Galeezel, and return the kids back home. Back at home, the children apologize for accusing each other and getting angry before clarifying the truth.

[Educational Message: Before you accuse someone, you should make sure you know all the facts and get control of your anger. The more you know, the less likely that the situation will spin out of control.]

Airdate: 05/24/2008

Time:

Duration: 30:00

VEGGIETALES

THE BALLAD OF LITTLE JOE (VEG201)

Larry and Bob receive a letter from John who won't accept his brother's apology or forgive him for being mean and breaking John's favorite toy. They help John by telling a story about Joe whose brothers were also mean to him. In their jealousy and meanness, Joe's brothers push him into a mine and sell him to bandits who take him to another town. The town fares better after Joe

arrives and everyone likes him, but then he's framed and jailed for stealing. In jail, he interprets people's dreams. After interpreting the mayor's dream about a famine, Joe is pardoned and given an important position in town. The famine hits, but they're saved because of Joe. When Joe's brothers show up asking for food, Joe helps them but tests them to see if they've changed. They pass the test, and Joe accepts their apology and forgives them for wronging him.

[Educational Message: It's alright to be upset when someone's mean to you; but if the person apologizes, you should forgive him/her and accept the apology.]

Airdate: 05/24/2008

Time:

Duration: 30:00

JANE AND THE DRAGON

A THING OF BEAUTY (JAD113)

Jane is given the task of guarding the Queen's portrait until the grand unveiling gala, and is asked to never leave her post. Despite being extremely vigilant, Jane leaves her post briefly after hearing Dragon crash-land outside while practicing his landing for the upcoming festivities. Jane returns to her task, unaware that someone else has been in the castle. The next day, the Queen's portrait is unveiled and the court is shocked to see that her beautiful image has been defaced. As a result, Jane is punished with extra chores. When Jane tries to find out who the defacer is, she is shocked to see that it's the Queen herself, who admits being uncomfortable with her appearance and being on display. Fortunately, the Queen comes forward and admits that she defaced the painting so Jane isn't further punished for leaving her duties.

[Educational Message: When you've been given a responsibility, you should take it seriously. Otherwise, you might get blamed for not doing your job.]

Airdate: 05/31/2008

Time:

Duration: 30:00

JACOB TWO-TWO

JACOB TWO-TWO AND THE BIG BAGEL BUNGLER (TWO110)

On Morty's day to prepare brunch, he entrusts Jacob with the important job of "bagel-fetcher." Jacob sets out with bus fare, a shopping list, and a 90-minute deadline, but nothing goes right. He misses the bus, loses the list, and is intimidated by bullies. With help from Buford, Jacob reaches the bagel shop and fills the order, but on the way back, the bag of bagels ends up on the bumper of Ms. Sour Pickle's car, and the boys have to chase it down. Then Leo Louse gets hold of the bagels and takes them to Principal Greedyguts. The boys trick their way into the principal's house and distract him long enough to retrieve the bagels. With just five minutes to spare, the bullies show up and launch a snowball attack. Jacob distracts them with a magic trick and gets home just in time. Morty anoints him permanent bagel-fetcher.

[Educational Message: When you're given a responsibility to do something important, make sure you persevere against obstacles and complete the task.]

Airdate: 05/31/2008

Time:

Duration: 30:00

DRAGON

DRAGON'S SNOWY DAY (DRA108)

It's snowing outside and Dragon gets so excited that he tries to do everything at once. He tries to catch a snowflake on his tongue, make a snow angel, a snow ball, and then he decides to make the biggest snowman ever. But, the snowman turns into a snow dragon, which Dragon brings home. The snow dragon begins to melt in front of the fire in the fireplace. Dragon tries to cool him down, but nothing works. Dragon finally opens all the windows and doors in his house and takes his things outside with him so he stays warm in the cold outside. When Mail Mouse finds

Dragon shivering in the cold, he suggests putting the snow dragon outside to keep him cool and go inside to stay warm. Dragon realizes that Mail Mouse is right, so he keeps his snow dragon outside where it belongs and goes inside himself.

[Educational Message: You can play with snow outside, but you can't bring it in the house because it's too warm and it will melt into water. Snow belongs out in the cold and you belong inside where it's warm.]

DRAGON'S MERRY CHRISTMAS (DRA108)

It's Christmas and Dragon has found the perfect Christmas tree. When he sees how nice it looks the way it is, he decides to decorate it outside his house instead of sawing it down. He then makes a wreath of candy, but it looks so good he ends up eating it all. Dragon hangs up all the lights outside his house and buys all the things he has on his Christmas list from Ostrich's store. On his way home, Dragon gives away his food to hungry animals and gives away his scarf to Beaver so he can stay warm. When he reaches home, Dragon finds that he has nothing in his bag, but he is not sad. He realizes he is happy because he already has everything he needs.

[Educational Message: Happiness comes from within, not from presents or material things.]

Airdate: 05/31/2008

Time:

Duration: 30:00

MY FRIEND RABBIT

MOUSE'S MOSS (MFR103)

While Mouse prepares to nap with his cuddle moss, "Mossy," Rabbit and Thunder enjoy flipping things in the air. As he searches for things to flip, Thunder discovers Mouse's moss. After Rabbit and Thunder flip the moss over, Mouse comes looking for his "Mossy." When they can't find it, they think of different ways to locate it. They try retracing their steps to see where the moss has landed, but that doesn't work. Then, Thunder suggests replacing "Mossy" with something else, but Mouse can't find anything that resembles "Mossy." Hazel suggests that if Mouse works really hard, he'll get too tired and fall asleep without needing his cuddle toy. Mouse can't find anything to do, however. Unwilling to give up, Rabbit finally suggests flipping Mouse over, so he can spot the moss. When he's flipped in the air, Mouse spots "Mossy" on a tree and Hazel retrieves it for him.

[Educational Message: When you lose something, instead of giving up, you should try retracing your steps and thinking of different ways to search for it.]

THE SOUND OF SILENCE (MFR103)

Rabbit and Mouse spot Jasper silently waiting by the pond for a surprise. They decide to join him, but they're interrupted by noises from the forest. They follow the sounds to Hazel and ask her to practice standing in silence like Jasper. When Hazel stands quietly with them, she hears the sounds of nature, until they're interrupted by more noise. They follow the sounds to the Gobble-Goose Girls who practice standing silently with them, also. After some time, they all begin to hear sounds they've never heard before. Their silence is interrupted with Thunder's noisy dance by the waterfall. After failing to reach Thunder, Rabbit finally finds a way to interrupt Thunder's shower to get his attention. Once they've stopped all the outside noise, everyone joins Jasper by the pond to wait silently for the surprise, until they discover sounds and sights of nature they'd never noticed before.

[Educational Message: If you take a moment to be silent and still during your daily activities, you'll notice sights and sounds that you may not have paid attention to before.]

Airdate: 05/31/2008

Time:

Duration: 30:00

3-2-1 PENGUINS!

THE GREEN-EYED MONSTERS (PEN202)

Michelle tries to switch rooms after finding that Jason's room is bigger than hers. When she complains to Sol, he explains that she's envious of Jason by comparing envy to a green-eyed monster. When Michelle tries switching their rooms, after Jason leaves the ship, she's confronted with an actual green-eyed monster. Meanwhile, Jason and Zidgel try convincing the sheep of Planet Picket that the grass is green on both sides of their fence. When they don't listen, they're also confronted by a green-eyed monster. While everyone tries stopping the monsters from eating everything, Michelle recalls Sol's analogy about envy. Realizing that the only way to get rid of them is to appreciate what she has and not be envious of others, she asks the sheep to do the same. It's only when Michelle and the sheep appreciate what they have and stop feeling envious that the green-eyed monsters finally disappear.

[Educational Message: Envy is an unhealthy emotion. Instead of making yourself feel bad by wanting what others have, you should appreciate what you have and make the most of it.]

Airdate: 05/31/2008

Time:

Duration: 30:00

VEGGIETALES

RACK, SHACK & BENNY (VEG202)

Bob and Larry receive a letter from Stacey who's afraid she'll lose her friendship if she doesn't give in to her friend's pressure to do something wrong. They help her by telling her the story of Rack, Shack and Benny who work at a chocolate factory. One day, their boss announces that they can eat as much chocolate as they want. The three friends control how much they eat after remembering their parents' advice about doing what's right, even if nobody else is doing it. When everyone but them gets sick, their boss rewards them with a promotion. Their loyalty is tested when he tells them to bow to a chocolate bunny and sing the bunny song. They refuse and are thrown into the furnace, but because they stand up for what's right against pressure, they're not burned. Their boss finally realizes he was wrong and apologizes for pressuring them.

[Educational Message: If you stand up for what's right and refuse to give in to the pressure of doing something wrong, even if it's out of loyalty to someone important to you, you will be rewarded for it.]

Airdate: 05/31/2008

Time:

Duration: 30:00

JANE AND THE DRAGON

RUNE (JAD114)

Jane and Gunther are given the chore of polishing the castle's shields in preparation for the Royal Jubilee, celebrating the castle's 300th anniversary. The squire that polishes the most shields will win the honor of carrying the banner in the Jubilee Parade. Jane has wanted to carry the banner for so long that she immediately gets to work. However, Dragon wants Jane to spend some time with him so they can decipher the runes in his cave. Jane promises Dragon that she will help him once she is done; but Gunther's father sabotages Jane's efforts when nobody is looking. Jane has to use time she promised Dragon to polish her shields all over again. Upset, Dragon leaves Jane and resigns to his cave. Seeing his father's devious actions, Gunther undoes the damage and Jane ends up winning. She sacrifices her win to Gunther to keep her promise to Dragon.

[Educational Message: Integrity and keeping your promises go a long way to preserve a friendship.]

Airdate: 06/07/2008

Time:

Duration: 30:00

JACOB TWO-TWO

JACOB TWO-TWO AND THE MOULDY MENACE (TWO113)

Auntie Good-For-You arrives to baby-sit the kids. True to her name, she won't let them do anything that isn't good for them – no junk food, comics, Internet, or video games. Jacob can't even complete his science fair project because Auntie thinks it's unsanitary. Distracted at school, Jacob accidentally douses the Principal with Plaster-of-Paris and is sentenced to clean up toxic mould in the school basement. Some of it gets on his shoes, and Auntie throws them away. Jacob retrieves them and uses the mould for his science project. But, the stuff grows at an accelerated rate and develops an uncontrollable appetite. Despite how hard he tries to hide it, Auntie finally finds out. She teams up with Jacob to fight the mould, scaring it away with her horrendous bagpipe-playing. Jacob apologizes for the mess he caused and devises a new science project about the effects of bagpipes on household pests.

[Educational Message: When an adult tells you something is unsanitary and it's time to throw it away, do what you're told. Mould can grow really fast, so if you see it on your food or your clothes, make sure the mould is treated so it will be eliminated.]

Airdate: 06/07/2008

Time:

Duration: 30:00

DRAGON

DRAGON'S YARD SALE (DRA109)

Dragon feels a sneeze coming on. He searches for a hankie in his bedroom closet and kitchen cupboard, but he can't find it because there is so much clutter. He removes all the things from his closet and cupboard, and puts the things from his bedroom in the cupboard and the things from his kitchen in the closet. It doesn't help, and the closet and cupboard still look cluttered. Dragon decides to have a yard sale to get rid of some of his things. When Ostrich comes by to look at the things, Dragon finds that everything Ostrich wants, Dragon needs. He thinks of all the happy memories he has had with his things and decides that it's better to keep everything and buy bigger closets and cupboards instead.

[Educational Message: A yard sale is a good way to get rid of things you don't need, but if you just have too much stuff you need to create more space for it.]

DRAGON'S SPECIAL DAY (DRA109)

Looking at the calendar, Dragon notices that there are special days for everything and everyone except dragons. He decides that the next day will be Dragon's Day. First, he makes a yummy treat for himself and he blocks the fridge door to prevent himself from eating it. Then, he finds things to decorate the house, and works on a special Dragon's Day song and dance. He also decides to get presents for himself and hides them in his house. He makes cards for his friends and invites them to spend the day with him. And at night, he reads himself a book he made for Dragon's Eve. Dragon wakes up the next day and begins his special day. He finds his presents and a card, and enjoys his time with his friends who come to his special Dragon's Day party and join Dragon in his special song and dance.

[Educational Message: Special days can make us feel good, especially when we share the fun with friends. If you have a special day, you could organize lots of things to do, and have your friends come to play and party together.]

Airdate: 06/07/2008

Time:

Duration: 30:00

MY FRIEND RABBIT

HAZEL'S BIG SURPRISE (MFR104)

After completing all her chores, Hazel realizes there's nothing left for her to do. She's even stacked all the acorns, which is what she enjoys most. Seeing how sad Hazel looks, Rabbit, Mouse and Thunder think of ways to cheer her up. Rabbit suggests giving Hazel a surprise visit from all her friends at her "hiding hole." They invite all her friends and ask them to do something special for Hazel. When Hazel returns home, she's surprised by all her friends and appreciates all the different things they do for her; but she still can't forget about the acorns. It's only when everyone joins Thunder in his new dance and they end up knocking over the acorns from the tree that Hazel feels happy, again. Hazel's mood is lifted by her friends' combined efforts to make her feel better, and her friends feel happy to have helped Hazel.

[Educational Message: When you see your friend sad, you should make an effort to cheer him/her up. Sometimes, it may take a few tries and more than one person's efforts to help lift your friend's spirits.]

THE LAST LEAF (MFR104)

Rabbit invents a new toy called the "snow-snapper," that he and his friends can use in the snow; but it's not winter yet. When he finds one last leaf that still hasn't fallen off the tree, he presumes that's why winter hasn't arrived. Rabbit decides to make the leaf fall, so it can snow. He and Mouse try different ways of making the leaf fall, but nothing works. In the process, however, they find many other uses for Rabbit's snow-snapper. They finally ask Hazel to climb the tree and pick the leaf in exchange for helping her gather all her nuts with the snow-snapper. Just as Hazel prepares to pick the leaf off the tree, Jasper arrives and explains why picking the leaf won't make it snow. Rabbit suddenly realizes that they don't have to wait for winter to play with his snow-snapper because it has many other uses.

[Educational Message: Not every object needs to be used for only one purpose. If you think creatively, you may find there are many different ways to use the same object and it can serve many purposes.]

Airdate: 06/07/2008

Time:

Duration: 30:00

3-2-1 PENGUINS!

LAZY DAZE (PEN203)

Upset at Michelle for not loaning him money to buy what he wants, Jason complains about having to work. Following Jason's lead, Zidgel suggests they take the day off and picnic at Planet Rigel-13. On their way, they stop at Comet Lounge where Michelle tells Sol about Jason's aversion to hard work. Sol advises them to watch the ants closely and see how diligently they work. Upon reaching Rigel-13, the Penguins and the cadets find it a mess. After Fidgel and Michelle return to the ship for cleaning supplies, the others are attacked by giant ants. When Jason is confronted with the ants, he finally remembers Sol's words and understands that the ants are there to clean up the planet's mess because they are hard workers. He helps the ants clean up, apologizes to the Penguins for his laziness, and finishes all his chores when he returns home to Grandmum.

[Educational Message: Laziness is never rewarded, but hard work has many rewards. So, when you want something, you must work for it diligently and with a strong effort.]

Airdate: 06/07/2008

Time:

Duration: 30:00

VEGGIETALES

LARRYBOY AND THE FIB FROM OUTER SPACE (VEG203)

Olivia asks Bob and Larry what to do when she tells a lie after breaking her grandmother's cookie jar. Bob helps her understand the dangers of lying through Junior's story. Junior accidentally breaks his father's plate and lies about it after meeting a fib from outer space. When his father notices the broken plate, Junior blames it on Laura, and notices the fib has grown bigger. He lies again when he learns that Laura got into trouble, and blames it on Lenny, which makes the fib grow more. His friends confront him, so Junior blames it on space aliens. The fib grows so big that it seizes Junior and begins destroying Bumblyburg. Larryboy, who's been searching for the alien, tries rescuing Junior and stopping the fib, but nothing works. It's only after he tells the truth that the fib returns to his normal size and goes back to space.

[Educational Message: If you do something wrong, you need to be honest and face the consequences. When you lie about it, one lie turns into a web of lies, and you end up creating bigger problems than before.]

Airdate: 06/07/2008

Time:

Duration: 30:00

JANE AND THE DRAGON

FOUL WEATHER FRIENDS (JAD115)

While out on patrol, Dragon does a spontaneous loop-de-loop that causes Jane to lose her grip and free-fall through the air. Dragon manages to save her in the nick of time, but he is shaken by the experience. He vows that no harm will come to her and becomes like an overprotective parent. Tired of his suffocating affection, Jane sneaks off on patrol alone on horseback, with her cryptically-carved hero sword. When a sudden storm spooks her horse, Jane finds herself stranded in the wilderness. As the storm intensifies, Dragon looks for her and discovers Jane as she unlocks the mystery of the runic sword, sending out a dragon-summoning beacon. Dragon learns while safety is important, overreacting and becoming overprotective can have the reverse effect on people. Jane had learned to take care of herself and called on him when she needed his help.

[Educational Message: It is important to protect those we love, but we must not anticipate the worst and become overprotective. Sometimes we must trust that our friends will know when to ask for help if they are in danger.]

Airdate: 06/14/2008

Time:

Duration: 30:00

JACOB TWO-TWO

JACOB TWO-TWO'S TIME TRIALS (TWO115)

Jacob is eager for his big brother, Daniel, to teach him how to be cool. Unfortunately, as they're bonding over Daniel's prized possession, a never-played, vintage 45 record of The Beatles' "I Want to Hold Your Hand," Jacob accidentally breaks it. Though Daniel seems to blame himself and writes off the incident, he clearly loses interest in hanging out with Jacob. Despondent, Jacob distracts himself by building a machine from a blueprint Mr. Dinglebat gives him. It turns out to be a time machine, enabling Jacob to go back and try to save Daniel's record. He tries several times, but he's never able to prevent the record from being destroyed. In fact, he usually just makes things worse—Daniel is injured a few times, and the house is even demolished. Finally, Jacob makes one last trip back and simply apologizes to Daniel and accepts the consequences of his mistake.

[Educational Message: If you create an upset, give your explanation and say you're sorry before you try to do anything else to fix the problem. Usually, the more you cover up a problem or try to get things back to the way they were, the worse the situation becomes.]

Airdate: 06/14/2008

Time:

Duration: 30:00

DRAGON

DRAGON'S FALL COLLECTION (DRA110)

Dragon finds a leaf outside and brings it home with him. He tries to find the perfect place to put it, and nothing works. When Mail Mouse comes over, Dragon shows him his special leaf. The next day, Mail Mouse brings Dragon another leaf, which Dragon puts up on his fridge with his first leaf. Dragon decides to begin a leaf collection, so he gathers all the leaves he can find. Soon, all his friends begin to dump their leaves in Dragon's home. Dragon writes a note to the trees to request that they stop dropping leaves on the ground, and he notices there aren't many leaves on the trees. Feeling sad to see the bare trees, Dragon decides that the best place for his leaves is back on the trees, and he tries to return them. He realizes that he's just going to have a lot of leaves.

[Educational Message: When leaves fall off the trees, you can't just put them back. Falling leaves is a natural process and if you wait several months you'll see new leaves growing on the trees.]

DRAGON'S HALLOWEEN (DRA110)

Dragon prepares for Halloween. At the pumpkin patch, he finds there are no big pumpkins left, so he gets the smaller one. Once they are carved, he stacks them up to make them look scary. Even he gets scared of them. Later, Dragon goes to Ostrich's Halloween party in a scary costume. Nobody thinks Dragon is very scary, but when the lights go out and they see a floating pumpkin they get very scared. Turns out, it's only stuck to Dragon's tail. They all agree that Dragon has the scariest costume of all. On his way home, Dragon hears scary sounds following him. When he reaches home, he finds that it's only his tummy making funny sounds because he's so hungry. Dragon realizes he has no reason to be scared after all.

[Educational Message: Sometimes things may look and sound scary, but when you find out what it is, you realize it's not so scary after all.]

Airdate: 06/14/2008

Time:

Duration: 30:00

MY FRIEND RABBIT

A GIFT AT LAST (MFR105)

When Rabbit and Mouse learn that it's Jasper's birthday, they decide to have a party for him and get him a special gift. They invite all their friends to the party and help them think of gift ideas. With their help, Hazel makes Jasper acorn mush with berries; Thunder makes Jasper a shade to use when he's fishing; and the Gobble-Goose Girls decide to do their dance for Jasper. After helping all their friends make their gifts, Rabbit and Mouse realize they're the only ones without a gift for Jasper. Hazel, Thunder and the Gobble-Goose Girls decide to help Rabbit and Mouse think of gift ideas just like they helped all of them. They finally realize that the party itself is Rabbit and Mouse's gift for Jasper. Mouse learns that even though it was difficult to think of gift ideas, the answer was right in front of them all along.

[Educational Message: Sometimes, a great idea for a gift is right in front of you, but you don't see it because it's not in a package or it's not a thing. This is the gift of friendship and showing that you really care a lot for those close to you.]

THE BIG TO DO (MFR105)

When Hazel realizes she can't get a rare nut for her nut collection because she's got too many chores, Rabbit offers to do them for her. Mouse and the Gobble-Goose Girls are disappointed when they can't go swimming, but they remember that friends help one another and agree to help Hazel. As they read Hazel's list of chores, they realize she's not there to tell them how to do them. They finally decide to think and act like Hazel to get her work done. They begin by pretending to be squirrels to find her walnuts, which makes the job more interesting. With every chore, Rabbit finds a creative and unique way for them to enjoy themselves, as well. By the time Hazel returns, Rabbit and his friends have completed all her chores and had fun doing them. Mouse realizes they can make any job fun, as long as they try.

[Educational Message: Chores are never fun to do, but if you use your creativity and some effort, you can find a way to make them interesting and have fun while you do them.]

Airdate: 06/14/2008

Time:

Duration: 30:00

3-2-1 PENGUINS!

MORE IS MORE (PEN204)

While Jason and Kevin overdose on comics and snacks, the others investigate the gravitational increase on Planet Gutt. Michelle visits the Chancellor with the others and finds him doing everything to excess, like everyone else there. Michelle and Zidgel also end up falling into the cycle of glut, after seeing how many video games they can play. Back on the ship, Jason gets sick from eating too much. He reads the ingredients on the snack box, discovers it contains too much gravitational sugar, and he recalls Sol's advice about the dangers of gluttony. He realizes that the planet's increased gravity is a result of its excess weight because everyone has been eating too much of everything. With the Penguins' help, Jason warns everyone to stop overeating. Once they learn to say "enough" when they're full, gravity is restored and the planet is saved from being sucked into the vortex.

[Educational Message: Excess of any kind is unhealthy and might be dangerous, even if it's something that's good for you. You should do everything in moderation.]

Airdate: 06/14/2008

Time:

Duration: 30:00

VEGGIETALES

ESTHER... THE GIRL WHO BECAME QUEEN (VEG204)

Bob and Larry get a letter from Elise who doesn't know how to stand up to bullies when she tries doing what's right. Bob helps Elise understand that she can find the strength to stand up, just like Esther, who faces her bullies when they try to hurt her people. Despite being unhappy with her new role as Queen, Esther enters the King's good graces after she and her cousin, Mordecai, save the King's life. The King's right-hand man, Haman, fears Mordecai may jeopardize Haman's position with the King. So, he tricks the King into signing a law that banishes Mordecai and his people from the kingdom. Esther feels she lacks the courage to stand up to the King, but when the time nears for her people to leave, Esther not only finds the courage to do what's right, she also stands up to the King and exposes Haman's plot.

[Educational Message: It takes courage to do what's right and stand up to those who are bigger than you; but you can find the strength you seek if you look deep inside yourself.]

Airdate: 06/14/2008

Time:

Duration: 30:00

JANE AND THE DRAGON

DRAGONPHOBIA (JAD116)

When Jane eats some berries and passes out, she reawakens with amnesia. She cannot remember anyone, but she especially can't remember Dragon. Scared and disgusted by her former fire-breathing friend, Jane runs from Dragon every time she sees him. All her friends try to help Jane remember who she is and who Dragon is to her – her best friend and her partner in knightly duties. But, Jane simply cannot remember. Dragon formulates a plan to help her remember him, because if she doesn't he will have to find another dragon master, and Jane is his best friend. Fortunately for him, his plan works and Jane retrieves her lost memory and welcomes Dragon back into her life.

[Educational Message: The bond between friends is sometimes made stronger when they help one another during a time of great need.]

Airdate: 06/21/2008

Time:

Duration: 30:00

JACOB TWO-TWO

JACOB TWO-TWO AND THE TAG TEAM TEMPEST (TWO119)

After Renee enlists Jacob for a wrestling grudge match against Noah and Emma, she's surprised to learn that wrestling is more than just trash talk. Worried, Jacob seeks pointers from his wrestler friend Gary, aka The Hooded Fang. Gary's so busy that Jacob suggests he take a vacation. When the kids later hear that Gary has instead scheduled a big-ticket match against The Masked Monarch—a wrestler promoted by crooked Carl Fester King—they ask Gary about it. They're shocked to find him accepting money from King to throw the fight. Jacob is crushed until he receives a postcard from Gary who's on vacation. Clearly, King has hired someone to impersonate him. Jacob and Renee send Mr. Dinglebat off to find Gary, and then sneak into the match, challenge the Masked Monarch, and expose him as King in disguise. When Gary arrives, he trounces both King and his hired imposter.

[Educational Message: When someone is trying to hurt another person by lying, have the courage to expose the liar and protect your friend's honor.]

Airdate: 06/21/2008

Time:

Duration: 30:00

DRAGON

DRAGON'S TRAIN (DRA111)

Dragon tries playing with all the different toys he has, but he soon gets tired of them. So, he goes into town to buy himself a new toy. Dragon settles on buying a train, and rushes home to play with it. Dragon tries many different ways to play with his train. When he lets the train run on its own, Dragon sees that it begins to knock down everything, so he puts the train on a leash. When Dragon opens the door for Ostrich, the train slips out the door. Dragon decides that trains need to go places, so he uses it to bring him snacks from the kitchen. Dragon finds that when he is not playing with the train, it can go wherever it wants because it always comes back to him.

[Educational Message: New toys are fun to play with, but learn how to use them so they last and can bring you enjoyment.]

DRAGON PASSES TIME (DRA111)

Dragon is invited to a picnic, so he begins to collect things he wants to take with him. He also makes a purple potato salad he knows his friends will love. When he's done, he decides to eat his snacks slowly to pass his time. The snacks are so good that he finishes them up sooner than he

wants, and he does something different. He tries to copy Cat, but nothing makes the time pass fast enough. Dragon pretend-plays as he waits by doing silly things. He even practices how to behave at a picnic. Dragon tires himself out so much while waiting for the picnic, he falls asleep. When he wakes up, he finds that it's time for him to go to the picnic. He realizes that passing his time as he waited made it easier for him to get through the day.

[Educational Message: Waiting for something exciting can be really hard, but doing something useful or entertaining yourself can help you pass the time.]

Airdate: 06/21/2008

Time:

Duration: 30:00

MY FRIEND RABBIT

SILLY PILLY (MFR106)

Rabbit discovers a caterpillar on his head that Mouse names Pilly. He tries to get Pilly safely off his head, but nothing works. Hazel suggests maybe Pilly thinks Rabbit's ear is a tree branch. They try tricking Pilly into leaving Rabbit's ear, but that doesn't work either. Jasper tells them that if they wait for Pilly to grow up, they'll get a surprise. All of Rabbit's friends decide to help him take care of Pilly. They make him a soft bed, tell him a bedtime story, and sing him a song. Rabbit finally falls asleep and when he wakes up, he realizes Pilly's not on his head anymore. Jasper sees them searching for Pilly, so he shows them the chrysalis where Pilly is sleeping. He tells them that when Pilly comes out, he'll have a surprise for everyone. When the chrysalis breaks, they see him emerge as a butterfly.

[Educational Message: We need to take care of living things because they should have a chance to be safe so they can grow. If you keep a caterpillar safe, it will create a chrysalis and then turn into a butterfly.]

MUDDY PUDDLE (MFR106)

Rabbit tries crossing the muddy river with Mouse, but he gets stuck. When they can't get out, Rabbit suggests making a mud-carrot. Seeing Rabbit and Mouse enjoy themselves, their other friends join them in the mud, but they also get stuck. They think of ways to get out, but nothing works. As they try different ways to get out of the mud, they end up having fun, as well. After all their ideas fail, they finally realize that Mouse is the only one who's not stuck in the mud. They find a way to get Mouse onshore to get help. While Mouse goes for help, the others splash around in the mud. Mouse returns with Edweena who uses a fallen tree trunk to get them out of the mud. Realizing how much fun they had, everyone joins Edweena in muddy water that's not so sticky.

[Educational Message: Even in difficult circumstances you can be resourceful, have fun, build on the ideas of others, and solve your problem.]

Airdate: 06/21/2008

Time:

Duration: 30:00

3-2-1 PENGUINS!

GIVE AND LET GIVE (PEN205)

Michelle refuses to share her cupcakes with Jason because she's upset with him. She learns her lesson when the Penguins are ordered to sort out a dispute between two warring groups on Planet Share-A-Like. On the planet, they learn that the Mingos and the Gnomes refuse to share the water flowing through a pump given to them by a mysterious "metal man." To aggravate matters, Cavitus—the metal man—turns the water off, and the Penguins are blamed and captured for it. Fidgel finally turns on the water after the others escape, but Cavitus captures him. Seeing Fidgel tied to the hose, which is about to blow and wipe everyone out, reminds Michelle of the fortune cookie's advice about sharing. After apologizing to Jason for not sharing, Michelle works with

him to stop the hose from exploding, and she helps the two factions make up by learning how to share.

[Educational Message: Sharing what you have with others, especially those who are less fortunate, prevents conflict and helps you maintain good relationships with each other.]

Airdate: 06/21/2008

Time:

Duration: 30:00

VEGGIETALES

LARRYBOY AND THE RUMOR WEED (VEG206)

Bob and Larry get a letter from Catherine who doesn't know what to do after a rumor she unwittingly started about her friend spreads everywhere. Bob helps Catherine understand the dangers of rumor-mongering through a story about Larryboy's butler, Alfred, who's also the victim of a false rumor. When Junior and Laura hear Alfred's comment about recharging his batteries, they conclude he's a robot and share the gossip with the rumor weed, which feeds off rumors. The more the rumor spreads, the more the weed grows in size and number. Larryboy and Alfred discover the root of the problem—a giant mother weed connected to the others and the rumor about Alfred—but are unable to destroy either. Junior's dad finally discovers the truth and makes Junior and Laura stop and clarify the rumor, saving Alfred and Bumblyburg from the rumor weeds.

[Educational Message: Spreading rumors can create a lot of unnecessary problems for everyone, so be careful when you repeat something you hear, because it may not be entirely true.]

Airdate: 06/21/2008

Time:

Duration: 30:00

JANE AND THE DRAGON

PRIDE AND POLLEN (JAD117)

Jane and Gunther engage in a catapult contest and, with Dragon as her spotter, Jane beats Gunther and Sir Ivon. A jealous Gunther discovers a weed that makes Dragon allergic, so he uses Dragon's weakness to his advantage, and Dragon's sneezes nearly start a forest fire. When the King learns of the fire, he orders that Dragon be removed from the castle. Distraught, Jane tries to find the cause for Dragon's allergies. Meanwhile, the Merchant orders Gunther to catapult a cask of flaming tar into the peasants' fields, and they will be rid of Dragon for good. Dragon is blamed for burning the fields down and is ordered to leave the kingdom. Jane learns that the weeds are behind Dragon's allergies and finds traces of tar in the catapult. Gunther is forced to confess he was angry and jealous of Jane and Dragon's win in the catapult contest. Dragon gets to stay in the castle, and both Jane and Gunther realize that pride and jealousy can lead to very dangerous behaviors.

[Educational Message: If you allow your jealousy to consume you, it will drive you to cause trouble. So, give credit where it's due if you lose to a competitor and try harder the next time.]

Airdate: 06/28/2008

Time:

Duration: 30:00

JACOB TWO-TWO

JACOB TWO-TWO AND THE FURRY FELON (TWO123)

It's Jacob's job to take out the trash, but he's constantly thwarted by "The Mangler," a raccoon who keeps raiding the garbage cans and creating a mess. After capturing Mangler in a cage trap, Jacob feels sorry for the animal and teams up with Buford to teach it how to survive in the wild without raiding garbage cans. Thinking they've succeeded, the boys set Mangler free. He soon

returns, however, with a whole gang of raccoons that raid an entire grocery store. The police find the boys at the scene and assume they're the culprits. Seeing the boys in custody, Mangler and his gang commandeer the patrol car to rescue them. The boys make them stop the car, and the police capture the furry felons. Jacob is worried about Mangler's fate until he learns that Buford's Uncle Vern, an exterminator, is taking the raccoons to a nature preserve.

[Educational Message: If you see a wild animal, remember it cannot be your pet. So, don't let them in your house or try to play with them.]

Airdate: 06/28/2008

Time:

Duration: 30:00

DRAGON

DRAGON'S SNUFFLY DAY (DRA113)

Dragon is coming down with the snuffles, so he decides that he must take care of himself. He spends the day on the sofa with his pillows, blankets, some tissues and snacks, and his rock collection. But, Dragon doesn't have room on the sofa for himself. So, he lies on the floor next to all his things. Mail Mouse comes over to check on him, and gets Dragon back to bed. Just as he's falling asleep, Ostrich comes over and tells Dragon that he needs to get out for some fresh air. Mail Mouse and Ostrich drag him in and out of his house until Dragon decides that he will just nap outside. Dragon then tries to eat his lunch, but his sneezes keep blowing his food away, until he ties a leash on his food. At night, Dragon finds that the tickle in his throat has finally stopped—but now he has the hiccups instead.

[Educational Message: When you catch a cold, sometimes the best remedy is to just rest and wait for the illness to pass.]

ALLIGATOR'S TOOTH (DRA113)

Alligator's tooth hurts so much that he can't talk. So, he thumps his tail on the floor and uses his hands to beat on the bongo to make the pain go away. Dragon realizes Alligator's tooth must hurt a lot, so he tries to help Alligator with his sore tooth. He ties a pillow to his face, gives him tea, makes his chair softer, and dims the room. That helps, but now Alligator's tooth is loose.

Alligator doesn't want his tooth to fall out, so Dragon tells him to stand on his head and hold his tooth. Alligator can't keep holding on to his tooth, so he thinks it's better to let it fall out because he will grow a new one. Dragon and Alligator try different ways to get the tooth to fall out, but nothing works, so they decide to wait for it to fall out naturally. When Alligator's tooth falls out, Dragon realizes that it was coming loose all along.

[Educational Message: When you have a loose tooth, you don't have to force it out. If you wait long enough, it will fall out on its own.]

Airdate: 06/28/2008

Time:

Duration: 30:00

MY FRIEND RABBIT

NEST QUEST (MFR107)

The Gobble-Goose Girls' nest is destroyed by the big splash Thunder makes when he jumps into the pond. Thunder apologizes, but now they don't know where they'll sleep. They hop-think with Rabbit and Mouse about where they can sleep. Hazel and Rabbit offer their sleeping spaces, but neither sounds comfortable. Then, Rabbit suggests building a new nest with everything they want, so it's even better than their old one. Each Gobble-Goose Girl wants something different, so they decide to build their own nests exactly as they want. They pair up with a helper-friend and build their ideal nests. When they prepare to sleep in their nests, however, they realize what's missing—each other. Mouse suggests making pretend sisters and Thunder suggests sharing a nest, but neither suggestion seems practical. The Girls finally decide to join their nests to make a big one, so they're comfortable; but more importantly, they're together.

[Educational Message: Even when you create your own individual space for yourself, you can be together by sharing each other's company and allowing one another to do the things you like to do.]

BOUNCY BOG (MFR107)

Rabbit and Mouse are afraid they won't find their way back to the bouncy bog if they leave to get Thunder. After trying different ways to help them return to the bog, they decide to create an acorn trail with the acorns they find near a bush. Meanwhile, Hazel uses the Gobble-Goose Girls' word game method to recall where she stored her missing acorns. As she searches for the bush under which she placed her acorns, she stumbles upon the acorn trail and collects the acorns. When she runs into Rabbit, Mouse and Thunder, she realizes she picked the acorns from their trail and now they can't return to the bog. Everyone finally finds what they're looking for by thinking calmly and working together. Rabbit and Mouse find the bog through Thunder's help, and Hazel discovers that the acorns Rabbit and Mouse found actually belong to her.

[Educational Message: Thinking calmly, working together with your friends, and using different methods of recalling what you've lost can help you find whatever you're missing.]

Airdate: 06/28/2008

Time:

Duration: 30:00

3-2-1 PENGUINS!

PRACTICAL HOAX (PEN206)

Jason and Midget play pranks on their friends, which nobody finds amusing. Michelle points out that pranks are hurtful, not funny, but Jason and Midget think nobody has a sense of humor. They realize how hurtful pranks can be when they substitute-teach a group of unruly students, led by Cavitus, who create trouble for them at the Federation Academy. After being humiliated by a series of pranks their students play on them, Jason and Midget realize they cannot make others laugh at the expense of embarrassing or upsetting someone. Finally, one student stands up for them and reminds the others that jokes are funny but not when they hurt people. The students apologize to Midget and Jason, and Cavitus' plan's thwarted. Back at the Comet Lounge, Jason apologizes to Michelle for playing pranks on her, understanding that what may be funny to one person may not be funny to another.

[Educational Message: Joking with your friends is very different from playing pranks on them, which are embarrassing or hurtful. You shouldn't try to make people laugh at the expense of other people's feelings.]

Airdate: 06/28/2008

Time:

Duration: 30:00

VEGGIETALES

SHEERLUCK HOLMES AND THE GOLDEN RULER (VEG101)

Sheerluck Holmes and Dr. Watson always use their combined powers of observation and forensic expertise to solve crimes, until they come upon the mystery of the Golden Ruler—an invaluable treasure in Buckingham Palace. Working together to solve the crime becomes difficult when Sheerluck keeps taking credit for the work of Dr. Watson. Tired of Sheerluck's penchant to take credit where it's not due, Dr. Watson walks away from their team, leaving Sheerluck to solve the puzzle on his own. It is only when Sheerluck finds someone else doing the same to him that he realizes what he has done to Dr. Watson. Sheerluck realizes the golden rule of being a more honest friend and Dr. Watson returns. Together, they solve the biggest crime in London and save their friendship in the process.

[Educational Message: Don't take credit for something you haven't done, especially with your friends, because you will jeopardize your friendship and lose your friend's trust.]

Airdate: 06/28/2008

Time:

Duration: 30:00

JANE AND THE DRAGON

FATHERS (JAD119)

Like any father, the Chamberlain tends to worry about Jane every time she goes out on patrol. He prefers that his daughter help him take inventory of the castle supplies, but Jane finds her father's job too boring and meaningless. When Dragon takes Jane with him to explore the underground chamber he has just discovered in his cave, they get trapped in it. Waiting for Jane to return, her father begins to worry as it gets dark and there is still no sign of Jane or Dragon. He finally sets off to find and rescue his daughter, using his knowledge and skills as the castle's Chamberlain. When Jane realizes it is her father who has come to rescue her, she understands how much she underestimated him and his work. She learns that no matter what it may seem like, it is only natural for him to worry about her.

[Educational Message: Parents worry about their children because they love them enough to protect them from harm and will do almost anything to keep their children safe.]

**OTHER PROGRAMMING FURNISHED BY THE NBC NETWORK THAT CONTRIBUTES, AS
PART OF NBC'S OVERALL PROGRAMMING, TO SERVE THE EDUCATIONAL AND
INFORMATIONAL NEEDS OF CHILDREN 16 AND UNDER**

April-June 2008

**THERE WAS NO OTHER PROGRAMMING FOR 2ND QUARTER 2008 THAT
CONTRIBUTED, AS PART OF NBC'S OVERALL PROGRAMMING, TO SERVE THE
EDUCATION AND INFORMATIONAL NEEDS OF CHILDREN 16 AND UNDER.**

Network Public Service Schedule April 2008 (PSAs Targeted to Children 16 and Under)

SHOW NAME	AIR DATE	HIT TIME	DURATION	MATERIAL ID	TYPE	TITLE	PRODUCT TITLE
BIG LOSER	4/1/2008	21:07:00	0:10	ZNBC7114	PS		MYK/MORE KNOW
JACOB 2-2	4/5/2008	10:26:02	0:30	QPSAE001	PS		
JACOB 2-2	4/5/2008	10:26:33	0:20	XNPI252920	PS		
JACOB 2-2	4/5/2008	10:26:53	0:10	ZNBC7137	PS		MYK/MORE KNOW
DRAGON	4/5/2008	10:56:48	0:20	XNPI252920	PS		
DRAGON	4/5/2008	10:57:08	0:10	ZNBC7115	PS		MYK/MORE KNOW
RABBIT	4/5/2008	11:25:47	0:30	QPSAE006	PS		
RABBIT	4/5/2008	11:26:18	0:20	XNPI252920	PS		
RABBIT	4/5/2008	11:26:38	0:10	ZNBC7102	PS		MYK/MORE KNOW
PENGUINS	4/5/2008	11:56:32	0:15	QPSAE003	PS		
PENGUINS	4/5/2008	11:56:48	0:20	XNPI252920	PS		
PENGUINS	4/5/2008	11:57:08	0:10	ZNBC7113	PS		MYK/MORE KNOW
PENGUINS	4/5/2008	11:58:54	0:30	QPSAE006	PS		
VEGGIE	4/5/2008	12:26:48	0:20	XNPI252920	PS		
VEGGIE	4/5/2008	12:27:08	0:10	ZNBC7109	PS		MYK/MORE KNOW
JANE/DRAG	4/5/2008	12:56:48	0:20	XNPI252920	PS		
JANE/DRAG	4/5/2008	12:57:08	0:10	ZNBC7138	PS		MYK/MORE KNOW
L+O CI	4/5/2008	20:59:12	0:10	ZNBC7108	PS		MYK/MORE KNOW
BIG LOSER	4/8/2008	20:57:58	0:10	ZNBC7102	PS		MYK/MORE KNOW
DEAL OR NO DEAL	4/9/2008	20:51:03	0:10	ZNBC7113	PS		MYK/MORE KNOW
JACOB 2-2	4/12/2008	10:26:33	0:20	XNPI252920	PS		
JACOB 2-2	4/12/2008	10:26:53	0:10	ZNBC7110	PS		MYK/MORE KNOW
DRAGON	4/12/2008	10:56:48	0:20	XNPI252920	PS		
DRAGON	4/12/2008	10:57:08	0:10	ZNBC7109	PS		MYK/MORE KNOW
RABBIT	4/12/2008	11:26:18	0:20	XNPI252920	PS		
RABBIT	4/12/2008	11:26:38	0:10	ZNBC7124	PS		MYK/MORE KNOW
PENGUINS	4/12/2008	11:56:48	0:20	XNPI252920	PS		
PENGUINS	4/12/2008	11:57:08	0:10	ZNBC7134	PS		MYK/MORE KNOW
VEGGIE	4/12/2008	12:26:58	0:20	XNPI252920	PS		
VEGGIE	4/12/2008	12:27:18	0:10	ZNBC7102	PS		MYK/MORE KNOW
JANE/DRAG	4/12/2008	12:57:05	0:20	XNPI252920	PS		
JANE/DRAG	4/12/2008	12:57:25	0:10	ZNBC7133	PS		MYK/MORE KNOW
L+O CI	4/12/2008	20:59:11	0:10	ZNBC7133	PS		MYK/MORE KNOW
DATELINE	4/13/2008	19:50:17	0:10	ZNBC7110	PS		MYK/MORE KNOW
BIG LOSER	4/15/2008	21:07:50	0:10	ZNBC7105	PS		MYK/ALCOHOL
DEAL OR NO DEAL	4/16/2008	20:52:45	0:10	ZNBC7101	PS		MYK/MORE KNOW

JACOB 2-2	4/19/2008	10:26:33	0:20	XNPI252920	PS	
JACOB 2-2	4/19/2008	10:26:53	0:10	ZNBC7124	PS	MYK/MORE KNOW
DRAGON	4/19/2008	10:56:48	0:20	XNPI252920	PS	
DRAGON	4/19/2008	10:57:08	0:10	ZNBC7113	PS	MYK/MORE KNOW
RABBIT	4/19/2008	11:26:18	0:20	XNPI252920	PS	
RABBIT	4/19/2008	11:26:38	0:10	ZNBC7138	PS	MYK/MORE KNOW
PENGUINS	4/19/2008	11:40:43	0:30	QOPSA003	PS	
PENGUINS	4/19/2008	11:56:48	0:20	XNPI252920	PS	
PENGUINS	4/19/2008	11:57:08	0:10	ZNBC7114	PS	MYK/MORE KNOW
VEGGIE	4/19/2008	12:26:28	0:30	QOPSA001	PS	
VEGGIE	4/19/2008	12:26:59	0:20	XNPI252920	PS	
VEGGIE	4/19/2008	12:27:19	0:10	ZNBC7103	PS	MYK/MORE KNOW
JANE/DRAG	4/19/2008	12:57:03	0:20	XNPI252920	PS	
JANE/DRAG	4/19/2008	12:57:23	0:10	ZNBC7108	PS	MYK/MORE KNOW
8p CI	4/19/2008	20:59:13	0:10	ZNBC7134	PS	MYK/MORE KNOW
DATeline	4/20/2008	19:51:45	0:10	ZNBC7135	PS	MYK/MORE KNOW
DEAL OR NO DEAL	4/23/2008	21:54:48	0:10	ZNBC7114	PS	MYK/MORE KNOW
8p OUTRAGEOUS	4/25/2008	20:26:06	0:10	ZNBC7135	PS	MYK/MORE KNOW
JACOB 2-2	4/26/2008	10:26:33	0:20	XNPI252920	PS	
JACOB 2-2	4/26/2008	10:26:53	0:10	ZNBC7134	PS	MYK/MORE KNOW
DRAGON	4/26/2008	10:56:48	0:20	XNPI252920	PS	
DRAGON	4/26/2008	10:57:08	0:10	ZNBC7103	PS	MYK/MORE KNOW
RABBIT	4/26/2008	11:26:18	0:20	XNPI252920	PS	
RABBIT	4/26/2008	11:26:38	0:10	ZNBC7137	PS	MYK/MORE KNOW
PENGUINS	4/26/2008	11:56:48	0:20	XNPI252920	PS	
PENGUINS	4/26/2008	11:57:08	0:10	ZNBC7110	PS	MYK/MORE KNOW
VEGGIE	4/26/2008	12:26:57	0:20	XNPI252920	PS	
VEGGIE	4/26/2008	12:27:17	0:10	ZNBC7108	PS	MYK/MORE KNOW
JANE/DRAG	4/26/2008	12:56:48	0:20	XNPI252920	PS	
JANE/DRAG	4/26/2008	12:57:08	0:10	ZNBC7113	PS	MYK/MORE KNOW
SA MEDIUM	4/26/2008	20:51:52	0:10	ZNBC7108	PS	MYK/MORE KNOW
DATeline	4/27/2008	19:53:09	0:10	ZNBC7135	PS	MYK/MORE KNOW

Network Public Service Schedule May 2008 (PSAs Targeted to Children 16 and Under)

SHOW NAME	AIR DATE	HIT TIME	DURATION	MATERIAL ID	TYPE	TITLE	PRODUCT TITLE
JACOB 2-2	5/3/2008	10:09:15	0:30	QOPSA001	PS		
JACOB 2-2	5/3/2008	10:26:33	0:20	XNPI252920	PS		
JACOB 2-2	5/3/2008	10:26:53	0:10	ZNBC7134	PS		MYK/MORE KNOW
DRAGON	5/3/2008	10:56:48	0:20	XNPI252920	PS		
DRAGON	5/3/2008	10:57:08	0:10	ZNBC7110	PS		MYK/MORE KNOW
RABBIT	5/3/2008	11:26:18	0:20	XNPI252920	PS		
RABBIT	5/3/2008	11:26:38	0:10	ZNBC7113	PS		MYK/MORE KNOW
PENGUINS	5/3/2008	11:56:48	0:20	XNPI252920	PS		
PENGUINS	5/3/2008	11:57:08	0:10	ZNBC7108	PS		MYK/MORE KNOW
VEGGIE	5/3/2008	12:26:51	0:20	XNPI252920	PS		
VEGGIE	5/3/2008	12:27:11	0:10	ZNBC7103	PS		MYK/MORE KNOW
JANE/Drag	5/3/2008	12:56:48	0:20	XNPI252920	PS		
JANE/Drag	5/3/2008	12:57:08	0:10	ZNBC7124	PS		MYK/MORE KNOW
PSYCH	5/4/2008	21:56:52	0:10	ZNBC7105	PS		MYK/ALCOHOL
JACOB 2-2	5/10/2008	10:12:04	0:30	QOPSA003	PS		
JACOB 2-2	5/10/2008	10:26:33	0:20	XNPI252920	PS		
JACOB 2-2	5/10/2008	10:26:53	0:10	ZNBC7103H	PS		MYK/MORE KNOW
DRAGON	5/10/2008	10:56:48	0:20	XNPI252920	PS		
DRAGON	5/10/2008	10:57:08	0:10	ZNBC7138H	PS		MYK/MORE KNOW
RABBIT	5/10/2008	11:14:06	0:30	QPSRIF004	PS		
RABBIT	5/10/2008	11:26:18	0:20	XNPI252920	PS		
RABBIT	5/10/2008	11:26:38	0:10	ZNBC7134H	PS		MYK/MORE KNOW
PENGUINS	5/10/2008	11:56:48	0:20	XNPI252920	PS		
PENGUINS	5/10/2008	11:57:08	0:10	ZNBC7113H	PS		MYK/MORE KNOW
VEGGIE	5/10/2008	12:26:57	0:20	XNPI252920	PS		
VEGGIE	5/10/2008	12:27:17	0:10	ZNBC7114H	PS		MYK/MORE KNOW
JANE/Drag	5/10/2008	12:39:51	0:30	QOPSA001	PS		
JANE/Drag	5/10/2008	12:56:48	0:20	XNPI252920	PS		
JANE/Drag	5/10/2008	12:57:08	0:10	ZNBC7110H	PS		MYK/MORE KNOW
JACOB 2-2	5/17/2008	10:12:40	0:30	QOPSA002	PS		
JACOB 2-2	5/17/2008	10:26:33	0:20	XNPI252920	PS		
JACOB 2-2	5/17/2008	10:26:53	0:10	ZNBC7113H	PS		MYK/MORE KNOW
DRAGON	5/17/2008	10:56:17	0:30	QPSRIF004	PS		
DRAGON	5/17/2008	10:56:48	0:20	XNPI252920	PS		
DRAGON	5/17/2008	10:57:08	0:10	ZNBC7124H	PS		MYK/MORE KNOW
RABBIT	5/17/2008	11:26:18	0:20	XNPI252920	PS		
RABBIT	5/17/2008	11:26:38	0:10	ZNBC7135H	PS		MYK/MORE KNOW
PENGUINS	5/17/2008	11:41:35	0:30	QPSRIF004	PS		
PENGUINS	5/17/2008	11:56:48	0:20	XNPI252920	PS		
PENGUINS	5/17/2008	11:57:08	0:10	ZNBC7137H	PS		MYK/MORE KNOW
VEGGIE	5/17/2008	12:26:48	0:20	XNPI252920	PS		
VEGGIE	5/17/2008	12:27:08	0:10	ZNBC7108H	PS		MYK/MORE KNOW
JANE/Drag	5/17/2008	12:38:16	0:30	QOPSA002	PS		
JANE/Drag	5/17/2008	12:56:48	0:20	XNPI252920	PS		
JANE/Drag	5/17/2008	12:57:08	0:10	ZNBC7103H	PS		MYK/MORE KNOW

HD POKER	5/18/2008	14:30:17	0:30	ZNBC7301	PS	MYK/MORE KNOW
8p OUTRAGEOUS	5/23/2008	20:26:12	0:10	ZNBC7105	PS	MYK/ALCOHOL
JACOB 2-2	5/24/2008	10:09:02	0:30	QOPSA003	PS	
JACOB 2-2	5/24/2008	10:26:34	0:20	XNPI252920	PS	
JACOB 2-2	5/24/2008	10:26:54	0:10	ZNBC7110H	PS	MYK/MORE KNOW
DRAGON	5/24/2008	10:56:48	0:20	XNPI252920	PS	
DRAGON	5/24/2008	10:57:08	0:10	ZNBC7114H	PS	MYK/MORE KNOW
RABBIT	5/24/2008	11:26:18	0:20	XNPI252920	PS	
RABBIT	5/24/2008	11:26:38	0:10	ZNBC7124H	PS	MYK/MORE KNOW
PENGUINS	5/24/2008	11:56:38	0:20	XNPI252920	PS	
PENGUINS	5/24/2008	11:56:58	0:10	ZNBC7108H	PS	MYK/MORE KNOW
VEGGIE	5/24/2008	12:14:25	0:30	QPSRIF004	PS	
VEGGIE	5/24/2008	12:26:47	0:20	XNPI252920	PS	
VEGGIE	5/24/2008	12:27:07	0:10	ZNBC7134H	PS	MYK/MORE KNOW
JANE/Drag	5/24/2008	12:40:14	0:30	QPSRIF004	PS	
JANE/Drag	5/24/2008	12:40:44	0:30	QOPSA001	PS	
JANE/Drag	5/24/2008	12:56:48	0:20	XNPI252920	PS	
JANE/Drag	5/24/2008	12:57:08	0:10	ZNBC7113H	PS	MYK/MORE KNOW
EQUESTRIAN	5/24/2008	14:41:01	0:30	ZNBC7301	PS	MYK/MORE KNOW
LAST COMIC	5/24/2008	22:47:51	0:10	ZNBC7132	PS	MYK/ALCOHOL
DATELINE	5/25/2008	20:51:55	0:10	ZNBC7108	PS	
8p OUTRAGEOUS	5/30/2008	20:26:02	0:10	ZNBC7108	PS	MYK/MORE KNOW
JACOB 2-2	5/31/2008	10:11:55	0:30	QOPSA002	PS	
JACOB 2-2	5/31/2008	10:26:33	0:20	XNPI252920	PS	
JACOB 2-2	5/31/2008	10:26:53	0:10	ZNBC7137H	PS	MYK/MORE KNOW
DRAGON	5/31/2008	10:56:48	0:20	XNPI252920	PS	
DRAGON	5/31/2008	10:57:08	0:10	ZNBC7110H	PS	MYK/MORE KNOW
RABBIT	5/31/2008	11:26:18	0:20	XNPI252920	PS	
RABBIT	5/31/2008	11:26:38	0:10	ZNBC7113H	PS	MYK/MORE KNOW
PENGUINS	5/31/2008	11:56:48	0:20	XNPI252920	PS	
PENGUINS	5/31/2008	11:57:08	0:10	ZNBC7118H	PS	MYK/MORE KNOW
VEGGIE	5/31/2008	12:11:32	0:30	QPSRIF004	PS	
VEGGIE	5/31/2008	12:26:45	0:20	XNPI252920	PS	
VEGGIE	5/31/2008	12:27:05	0:10	ZNBC7108H	PS	MYK/MORE KNOW
JANE/Drag	5/31/2008	12:57:05	0:20	XNPI252920	PS	
JANE/Drag	5/31/2008	12:57:25	0:10	ZNBC7124H	PS	MYK/MORE KNOW

NBC NETWORK NON-BROADCAST EFFORTS

April-June 2008

THE MORE YOU KNOW WEBSITE

"The More You Know's" comprehensive website (themoreyouknow.com) provides in-depth referral information, in connection with the on-air public service announcements. Content includes: video of all current public service announcements, a general campaign overview, message boards, press releases, kids' pages and referral information by topic to partnering agencies referenced in the PSAs. The site includes a comprehensive list of the campaign's accolades, including Emmy and Peabody awards. In addition, a behind-the-scenes story with clips from talent interviews can be viewed.

CAMPAIGN DETAIL SCHEDULE FROM 04/01/2008 – 06/30/2008

2nd Quarter 2008

Day	Part	Air Date	Time	Network	Show Title	Promo Id	Promo Title	Type	Hit Time
FRI	P	04/04/2008	08:00PM	NBC	AMNESIA	010G831QUB110 QUBO		Promo	08:12PM
FRI	P	04/04/2008	09:00PM	NBC	DATELINE NBC	010G831QUB110 QUBO		Promo	09:11PM
FRI	P	04/11/2008	08:00PM	NBC	AMNESIA	010G831QUB110 QUBO		Promo	08:15PM
FRI	P	04/11/2008	09:00PM	NBC	SPECIAL	010G831QUB110 QUBO		Promo	09:47PM
FRI	P	04/18/2008	08:00PM	NBC	OUTRAGE	010G831QUB110 QUBO		Promo	08:26PM
FRI	P	04/18/2008	08:30PM	NBC	OUTRAGE	010G831QUB110 QUBO		Promo	08:57PM
FRI	P	04/25/2008	08:00PM	NBC	OUTRAGE	010G831QUB110 QUBO		Promo	08:19PM
FRI	P	04/25/2008	08:30PM	NBC	OUTRAGE	010G831QUB110 QUBO		Promo	08:49PM
FRI	P	05/02/2008	08:00PM	NBC	OUTRAGE	010G831QUB110 QUBO		Promo	08:10PM
FRI	P	05/02/2008	08:30PM	NBC	OUTRAGE	010G831QUB110 QUBO		Promo	08:50PM
FRI	P	05/09/2008	08:00PM	NBC	OUTRAGE	010G831QUB110 QUBO		Promo	08:18PM
FRI	P	05/09/2008	08:30PM	NBC	OUTRAGE	010G831QUB110 QUBO		Promo	08:39PM
FRI	P	05/16/2008	08:00PM	NBC	AMERICAN GLADIATORS	010G831QUB110 QUBO		Promo	08:42PM
FRI	P	05/16/2008	08:00PM	NBC	AMERICAN GLADIATORS	010G831QUB110 QUBO		Promo	09:19PM
FRI	P	05/23/2008	08:00PM	NBC	OUTRAGE	010G831QUB110 QUBO		Promo	08:25PM
FRI	P	05/23/2008	09:00PM	NBC	DATELINE NBC	010G831QUB110 QUBO		Promo	10:45PM
FRI	P	05/30/2008	08:00PM	NBC	OUTRAGE	010G831QUB110 QUBO		Promo	08:25PM
FRI	P	05/30/2008	08:30PM	NBC	OUTRAGE	010G831QUB110 QUBO		Promo	08:49PM
FRI	P	06/06/2008	08:00PM	NBC	OUTRAGE	010G831QUB110 QUBO		Promo	08:25PM
FRI	P	06/06/2008	08:30PM	NBC	OUTRAGE	010G831QUB110 QUBO		Promo	08:48PM
FRI	P	06/13/2008	08:00PM	NBC	OUTRAGE	010G831QUB110 QUBO		Promo	08:25PM
FRI	P	06/20/2008	08:00PM	NBC	OUTRAGE	010G831QUB110 QUBO		Promo	08:17PM
FRI	P	06/20/2008	08:30PM	NBC	OUTRAGE	010G831QUB110 QUBO		Promo	08:49PM

NON-COMMERCIAL INTERSTITIALS AIRED BETWEEN APRIL 1-JUNE 30, 2008

BROADCAST/NBC						
RIF PSA						
qubo	5/10/2008	11:14:06 AM	RIF-PAS CALL TO ACTION	QPSRIF004	:30	QUBO-MY FRIEND RABBIT 11AM
qubo	5/17/2008	11:41:35 AM	RIF-PAS CALL TO ACTION	QPSRIF004	:30	QUBO-321 PENGUINS 11:30AM
qubo	5/17/2008	10:56:17 AM	RIF-PAS CALL TO ACTION	QPSRIF004	:30	QUBO-DRAGON 10:30AM
qubo	5/24/2008	12:14:25 PM	RIF-PAS CALL TO ACTION	QPSRIF004	:30	QUBO- VEGGIE TALES 12 PM
qubo	5/24/2008	12:40:14 PM	RIF-PAS CALL TO ACTION	QPSRIF004	:30	QUBO- JANE AND THE DRAGON 1230 PM
qubo	5/31/2008	12:11:32 PM	RIF-PAS CALL TO ACTION	QPSRIF004	:30	QUBO- VEGGIE TALES 12 PM
Totals for: QPSRIF004	6					
QPSRIF003						
qubo	6/7/2008	12:14:10 PM	RIF-PAS CALL TO ACTION	QPSRIF003	:30	QUBO-VEGGIE TALES 12 PM
qubo	6/14/2008	12:40:04 PM	RIF-PAS CALL TO ACTION	QPSRIF003	:30	QUBO-JANE AND THE DRAGON 1230 PM
qubo	6/21/2008	12:14:27 PM	RIF-PAS CALL TO ACTION	QPSRIF003	:30	QUBO- VEGGIE TALES 12 PM
Totals for :QPSRIF003	3					

BROADCAST/ NBC						
OLYMPIC PSA						
ISCI: QOPSA001	Date	Time Aired	PSA NAME	ISCI CODE	SEC	SHOW PSA AIRED ON
EAT WELL, PLAY HARD	qubo 4/19/2008	12:26:28PM	VOLLEYBALL / PENGUIN	QOPSA001	:30	QUBO-VEGGIE TALES 12 PM
EAT WELL, PLAY HARD	qubo 5/3/2008	10:09:15 AM	VOLLEYBALL / PENGUIN	QOPSA001	:30	QUBO-JACOB TWO TWO 10AM
EAT WELL, PLAY HARD	qubo 5/10/2008	12:39:51 PM	VOLLEYBALL / PENGUIN	QOPSA001	:30	QUBO- JANE AND THE DRAGON 12:30PM
EAT WELL, PLAY HARD	qubo 5/24/2008	12:40:44 PM	VOLLEYBALL / PENGUIN	QOPSA001	:30	QUBO-JANE AND THE DRAGON TV-Y E/I 430PM
EAT WELL, PLAY HARD	qubo 6/7/2008	10:10:40 AM	VOLLEYBALL / PENGUIN	QOPSA001	:30	QUBO-JACOB TWO TWO 10AM

EAT WELL, PLAY HARD	qubo	6/21/2008	12:41:06 PM	VOLLEYBALL / PENGUIN	QOPSA001	:30	QUBO-JANE AND THE DRAGON 12:30 PM
Totals for: QOPSA001	6						
ISCI: QOPSA002							
PLAYER	qubo	5/17/2008	10:12:40 AM	GYMNASTICS / VEG-BE A	QOPSA002	:30	QUBO-JACOB TWO TWO 10AM
PLAYER	qubo	5/17/2008	12:38:16 PM	GYMNASTICS / VEG-BE A	QOPSA002	:30	QUBO-JANE AND THE DRAGON 12:30 PM
PLAYER	qubo	5/31/2008	10:11:55 AM	GYMNASTICS / VEG-BE A	QOPSA002	:30	QUBO-JACOB TWO TWO 10 AM
PLAYER	qubo	6/14/2008	10:12:42 AM	GYMNASTICS / VEG-BE A	QOPSA002	:30	QUBO- JACOB TWO TWO 10 AM
PLAYER	qubo	6/21/2008	11:25:47 AM	GYMNASTICS / VEG-BE A	QOPSA002	:30	QUBO-MY FRIEND RABBIT 11 AM
Totals for: QOPSA002	5						
ISCI: QOPSA003							
AMOUNT	qubo	4/19/2008	11:40:43 AM	TRACK/JAD-THE AMOUNT COUNTS	QOPSA003	:30	QUBO- 321 - PENGUINS 11:30AM
AMOUNT	qubo	5/10/2008	10:12:04 AM	TRACK/JAD-THE AMOUNT COUNTS	QOPSA003	:30	QUBO-JACOB TWO TWO 10 AM
AMOUNT	qubo	5/24/2008	10:09:02 AM	TRACK/JAD-THE AMOUNT COUNTS	QOPSA003	:30	QUBO-JACOB TWO TWO 10 AM
Totals for: QOPSA003	3						